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196
JUNE

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ARE YOU ON?



MARVEL

HEROCLIX®

CIVIL WAR

STORYLINE ORGANIZED PLAY

A WIZKIDS ORGANIZED PLAY
EVENT IN FOUR PARTS

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STARTING JUNE 2016

IN THIS ISSUE:

- PREPARE TO DIVE INTO FAST-PACED, DUELING SUBMARINE ACTION WITH CAPTAIN SONAR FROM ASMODEE NORTH AMERICA!
- BATTLE IN THE ARENA OF NOCTURNAL MEDIA'S *GLADIATOR: QUEST FOR THE RUDIS!*



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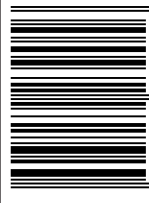
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COMING SUMMER 2016
WHOSE SIDE ARE YOU ON?

MARVEL

CIVIL WAR

HEROCLIX



DICEMASTERS

The US government has passed the Superhero Registration Act and is now requiring all super-powered individuals to be registered. In the Marvel HeroClix: Civil War Storyline OP, support the act with Iron Man, oppose it with Captain America or get caught in the middle.



www.HEROCLIX.COM

Marvel Dice Masters: Civil War features fan favorites like Nitro, Jessica Jones and of course, Captain America and Iron Man. Premiering the new Thunderbolts and Enlistment mechanics, Marvel Dice Masters: Civil War is perfect for veterans and new players alike.



www.DICEMASTERS.COM

Visit the WizKids Info Network at win.wizkids.com

MARVEL
marvel.com

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T.I.M.E. STORIES UNDER THE MASK

ENTER THE VALLEY OF KINGS AND UNRAVEL A PHARAOH'S SECRET



Asmodee.com

COVER STORY

Marvel HeroClix: Captain America Civil War Organized Play

By WizKids/NECA



Which Side Are You On? It's time to take a stand with WizKids' *Marvel HeroClix: Captain America Civil War*!

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FEATURES



Captain Sonar

Synchronize! Organize! Navigate! Attack! Repair! Prepare to dive into fast-paced, dueling submarine action with *Captain Sonar*! by Asmodee North America

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Gladiator: Quest for the Rudis

Blood & Sand! Lead Designer Jim Trunzo takes us into the arena of battle in Nocturnal Media's fast-paced, combat card game, *Gladiator: Quest for the Rudis*! by Jim Trunzo

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12 Realms is a fast and light hearted cooperative game for 1 to 6 players. Playing as fantastical fairytale heroes, players must band together to stop the Lords of Darkness from pillaging the 12 Realms. Each hero is realized as a fun and characterful miniature game piece, while gorgeous fairytale art brings the unique monsters and Lords of Darkness to life. Travel through enchanted realms of myth and legend to battle the minions of the Lords of Darkness and reclaim powerful artifacts to stop their reign of terror once and for all!

12 Realms is the core game in an ever-growing line of popular expansions exploring new realms. The fairytale theme is strongly carried throughout the entire product with its beautiful realm maps, character illustrations, and sculpts. The cooperative gameplay makes 12 Realms an ideal family game where children, young and old, can become their favorite heroes and work together to save the day!



\$69.95

1 to 6 players

60-90 minutes to play

Ages 11+

NJD420201

FOREword

Democrats and Republicans. Chevy or Ford. Coke or Pepsi. Opposites don't necessarily attract. We all have opposing views, yet how we choose to stand firm on our commitments, beliefs, and principles truly sets us apart. In the case of the Marvel Cinematic universe, tensions have been rapidly brewing in the onset of *Civil War* between visionary billionaire industrialist Tony Stark (aka: Iron Man) and Steve Rogers, the sentinel of liberty known the world over as Captain America, on how to better safeguard humanity from threats both domestic and alien. As political pressure mounts to rein in Earth's Mightiest Heroes under the auspice of a governing body, the Avengers' foundation fractures, as members are forced to choose a side and take a stand! Whose side are you on?

Games provide a (relatively) safe environment to flex your mental muscle and unwavering resolve against a worthy opponent purely for the thrill of engagement. For example, WizKids' *Marvel HeroClix: Civil War* Storyline Organized Play and the 'Road to Worlds' *HeroClix, Dice Masters*, and *Attack Wing* 2016 U.S. National and World Championships allow us to engage in these potential powder kegs on a level playing field — minus the fisticuffs (though, not always the harsh rhetoric, vainglorious bravado, and proverbial thumping of chests). That being said, avid players can dive into fast-paced, dueling submarine action at the helm of Asmodee's *Captain Sonar*, battle for supremacy and immortality in Mayfair Games' *Fight for Olympus*, commit acts of badassery in defense of humanity in ALC Studio's *Fireteam Zero*, hone their spellcasting wizardry in IDW Games' *Arcane Academy*, press their luck with Pyramid Arcade, Looney Labs' series of puzzling, strategic games, and test their mettle and might in the Roman arena of *Gladiator: Quest for the Rudis*, Nocturnal Media's brutal combat card game of blood and sand.

Meanwhile, Rebel and Empire forces clash in the third wave of expansions for Fantasy Flight's *Star Wars: Armada*, frisky felines frolic in Fireside's *Here, Kitty, Kitty!*, Kobold Press' *Tome of Beasts* unleashes a menagerie of monsters, Renegade Game Studios has your ticket to *World's Fair 1893*, and Gale Force Nine sets phasers to fun in the final frontiers of space with *Star Trek: Ascendancy!*

The spirit of competition is alive and butt-kicking in GTM! Game On!

PUBLISHER
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**EDITOR/
ADVERTISING
MANAGER**
Jerome Gonyeau

ART DIRECTOR
Matt Barham

COPYWRITER
Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau

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GTM
10150 York Road, Suite 300
Hunt Valley, MD 21030
Phone 443.318.8001
Fax 410.683.7082
jlg@alliance-games.com
WWW.GAMETRADEMAGAZINE.COM

Call for advertising Info: 410.415.9231

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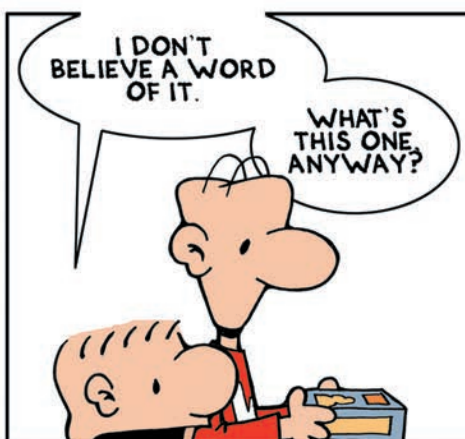
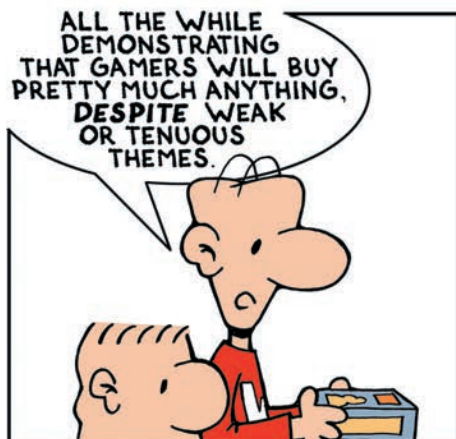
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SHADOWRUN[®] RIGGER 5

PREMIUM RUSH

Spin your wheels over slick sprawl streets while drifting away from hot pursuit. Fly through narrow canyons ahead of missiles twisting their way after you. Shrink down to insect size to get an eye on places outsiders aren't supposed to see. These are just some of the ways riggers jack up their seemingly unending adrenaline rush, as they show that the hardest shadowrunners to hit are the ones that stay in motion.

Rigger 5 is the ultimate hot-rod, jet plane, speedboat, and more companion for Shadowrun. With dozens of new vehicles and drones, more detailed rules for vehicle chase and combat, and customization rules, this is a book that every rigger needs to get ahead of the competition and stay there. Get the feel of laying down hot rubber in the cold shadows of the Sixth World and a taste for speed, danger, and a good, clean getaway.

Rigger 5 is for use with *Shadowrun, Fifth Edition*.

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game labs™

CIVIL WAR

HEROCLIX

2016 HEROCLIX STORYLINE ORGANIZED PLAY SERIES

MARVEL HEROCLIX: CAPTAIN AMERICA CIVIL WAR MOVIE STARTER SET

WZK 72274 \$24.99 | Available Now!

Civil War breaks out in *Marvel HeroClix* starting in June 2016! The Superhuman Registration Act has divided the heroes (and villains) of the Marvel Universe — whose side will you be on when you face off against your friends and former allies in the *Marvel HeroClix: Civil War* Storyline Organized Play (OP) Event Series?

Marvel HeroClix: Civil War is a four-month Storyline Organized Play Event series — featuring all-new and unique content based upon the Marvel Comics *Civil War* storyline — that will both divide and unite *HeroClix* players around the world as they choose to fight alongside Iron Man and other Pro-Registration heroes or join forces with Captain America and his band of Anti-Registration vigilantes.

Each month, players build teams using *Marvel HeroClix: Civil War* Storyline Organized Play Booster Packs and compete to win limited edition *Marvel HeroClix: Civil War* figures — in addition to drafting the figures that are pulled from the booster packs and played during the event. The first three months of the event series will be structured as individual 4-player “Battle Royale” games with the last month being structured as a 3-round, head-to-head Swiss pairing tournament. At the end of the event series, players will draft based on their overall event standing from a selection of exclusive, limited edition *Marvel HeroClix: Civil War* figures.

The *Marvel HeroClix: Civil War* Storyline Organized Play Event series brings a new play experience to *HeroClix* Storyline Organized Play as well as some new features from previous *HeroClix* Storyline OP Event series — below is a quick synopsis of what is new and different in the *Marvel HeroClix: Civil War* Storyline Organized Play Event series:

- **Battle Royales** — the first three months of the event series are structured so that the tournament games are run as 4-player, free-for-all, “Battle Royale” games
- **Faction Drafting** — players choose to be on the Pro- or Anti-Registration faction and will draft figures of their faction to play
- **Support Packs** — each *Marvel HeroClix: Civil War* booster brick includes a Support Pack that contains all required organized play material instead of a separate Organized Play (OP) kit
- **Monthly Prize Packs** — Players compete to try and win/draft a *Marvel HeroClix: Civil War* Prize Pack packaged in a blind foil pack which contains a random Limited Edition Prize Figure from a slate of six different Limited Edition Prize Figures
- **Bounty Cards** — Bounty Cards can be used for a global game play mechanic that can affect other games in the tournament to help promote a community event feel — Bounty Cards provide a bonus for the player and other players in their faction if they can KO their “Bounty”
- **Grand Prize Draft** — instead of one large Grand Prize, the *Marvel HeroClix: Civil War* Storyline Organized Play Event series offers a selection of exclusive Limited Edition Prize Figures so stores can prize much deeper into their participating player base — in most cases, every player will walk away with a prize!





Each *Marvel HeroClix: Civil War* Booster Brick contains eight (8) *Marvel HeroClix: Civil War* 5-figure booster packs as well as one (1) *Marvel HeroClix: Civil War* Support Pack. Each case of the *Marvel HeroClix: Civil War* Booster Bricks will support 16 players for both the Battle Royale and Standard Swiss formats. The *Marvel HeroClix: Civil War* booster packs each contain five (5) figures configured as follows:

- two (2) Pro-Registration figures (on red *HeroClix* bases)
- two (2) Anti-Registration figures (on blue *HeroClix* bases)
- one (1) Neutral figure (on standard black *HeroClix* bases)

Each *Marvel HeroClix: Civil War* Support Pack contains:

- two (2) single-figure foil *Marvel HeroClix: Civil War* Prize Packs with one of six different Limited Edition figures — packaged randomly
- eight (8) Bounty cards
- two (2) double-sided *HeroClix* maps specifically designed to be used as either a standard 2' x 3' map or a 2' x 2' Battle Royale map



Stores selected to host the *Marvel HeroClix: Civil War* Storyline Organized Play Event series (speak to your sales representative to see if your store was selected) will be able to schedule their events on the WizKids Information Network ("WIN") using the official template so players wishing to play in *Marvel HeroClix: Civil War* Storyline Organized Play Events will be able to find the host stores local to them.

Quantities are limited and the program will only be offered while supplies last! Order your *Marvel HeroClix: Civil War* Booster Bricks today to ensure you are ready for the most exciting organized play event of the year! All *Marvel HeroClix: Civil War* Storyline Organized Play product, including boosters and prizes, is covered by the WizKids Promotional Product Licensing Agreement and are marked "NOT FOR RESALE" and may only be used to support in-store play.

If your store is selected as a host and you are looking for ways to promote the *Marvel HeroClix: Civil War* Storyline Organized Play Event series in your store, there are standees available through your distributor and posters will be added to the Marketing Resources page in the More+ tab of the WIN.

With that said, we would like to continue previews of the *Marvel HeroClix: Civil War* Storyline Organized Play Booster Brick with the Anti-Registration leader, Captain America #001!



To read more about the *Marvel HeroClix: Civil War* Storyline Organized Play Event series, visit the *Marvel HeroClix: Civil War* Storyline Organized Play Event series webpage at www.heroclix.com/civilwar.

WHOSE SIDE ARE YOU ON?

CAPTAIN SONAR

SYNCHRONIZE - ORGANIZE - NAVIGATE - ATTACK - REPAIR

Prepare to dive with *Captain Sonar*, a thrilling, fast-paced game of dueling submarines for two to eight players! In *Captain Sonar*, each player assumes the role of an officer on one of two submarines. Using their combined talents, the players must work with their teammates to find and obliterate their opponents' sub.

BATTLE STATIONS

At the beginning of every game of *Captain Sonar*, players are divided into two teams and assigned to one of the four roles on board their submarine: Captain, First Mate, Engineer, or Radio Operator. Each player takes command of a very different part of the ship, but the team must communicate constantly and develop a strategy to catch their foes if they want to win.

The Captain of the submarine is responsible for setting the course and activating systems. Captains must inform their crew members of the ship's current course by calling out directions like, "Heading north," and "Heading east." As the Captain delivers orders, he also plots the submarine's course on a map, carefully avoiding islands and attempting to hone in on the enemy sub's location. Throughout the game, the Captain must consider the needs of his entire team as he forms the overall strategy.

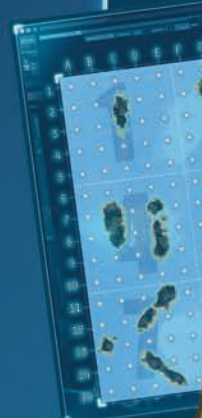
The submarine's First Mate charges the ship's systems as they move. Each time the submarine moves, the First

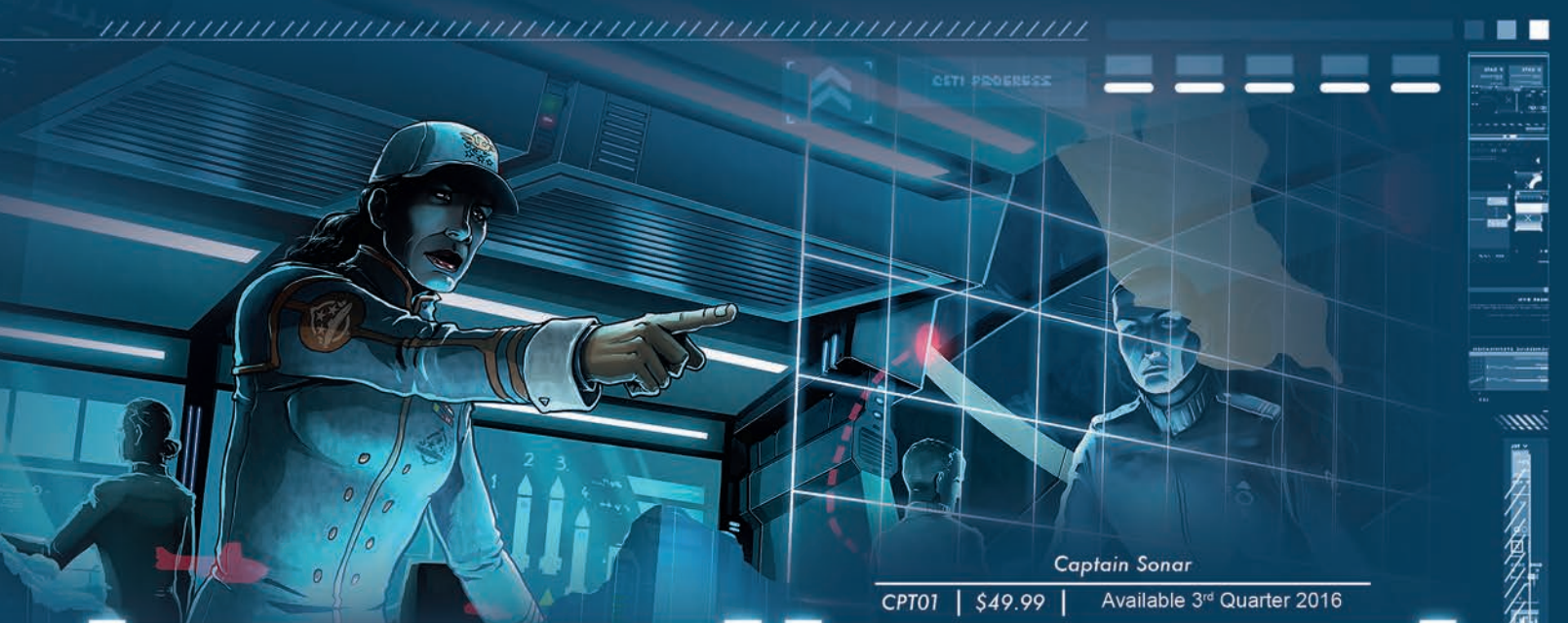
Mate can charge one space in the gauge for a single system. Once the system is fully charged, it's ready to be used! There are six systems within the submarine: torpedoes, mines, drones, sonar, the stealth drive, and the scenario-specific system. The First Mate must communicate with the Captain to determine which systems should be charged, and he must also confer with the Engineer to make sure those systems are online.

The Engineer keeps the ship working at peak capacity. Each time the ship moves, a breakdown occurs in a certain part of the submarine. Some of these breakdowns threaten the sub with radiation damage, but others can take vital systems offline. Although the submarine does have some capacity for self-repair, if the breakdowns become too extensive, the submarine must surface and repair, leaving it vulnerable to enemy attack!

The final member of the submarine crew is the Radio Operator, and his task is equally essential. The Radio Operator must listen to the orders given by the opposing team's Captain and use the information

to locate the enemy submarine. Although the Radio Operator doesn't know the starting location of the enemy submarine, by marking its path and taking advantage of the submarine's surveillance equipment, he can steadily gain a better idea of their location, allowing the Captain to fire torpedoes at just the right moment.





Captain Sonar

CPT01 | \$49.99 | Available 3rd Quarter 2016

LOAD TORPEDOES

Captain Sonar is a match between two equal teams of submarine warriors, and both submarines are equipped with several systems that the players can use to find and attack their opponents.

As a team moves its submarine through hostile waters, their ultimate goal is to find and destroy the enemy submarine using a combination of torpedoes and mines. Torpedoes can be fired quickly at the enemy's suspected location, but their limited range gives the enemy a clue to the attackers' location. Alternatively, a team may deploy mines, which can then be detonated remotely, allowing players to punish their opponents if they turn down the wrong passage.

Before a team of players can destroy the enemy sub, however, they need to uncover their opponent's location. Surveillance systems like drones and sonar can help to determine the location of an enemy submarine. Launching drones allows a team to ask if their opponents are in a certain sector of the map—a question that the other team must answer truthfully. Using sonar, on the other hand, requires the enemy team to provide two coordinates, one true and one false. Determining the truth will require all of a team's collective brainpower.

DIVE, DIVE!

Players can gather a chosen team and take their sub far beneath the ocean waves. Take up to eight players into a tense, thrilling submarine duel with *Captain Sonar*!

...



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—2016—



National and World Championships

The WizKids Road to Worlds continues with the 2016 U.S. National and World Championships for *HeroClix*, *Dice Masters*, and *Attack Wing*, once again, at Origins Game Fair, June 15th-19th, in the Greater Columbus Convention Center in Columbus, Ohio. Players from around the world will gather at the biggest WizKids gaming event of the year to play their favorite games, win rare prizes, purchase convention exclusives, and compete to be crowned U.S. National and/or World Champions!

The 2016 WizKids Road to Worlds was expanded to include more Regional Events than ever. In the U.S., over 30+ stores, spread evenly across the country, were selected to host WizKids Open Regional Championships, allowing more retailers the opportunity to host a premier event and giving players more chances to play their favorite games and earn qualifications for the National Championships.

WizKids plans to continue to offer stores that demonstrate their success in hosting Organized Play events the opportunity to host these premier events, including, but not limited to, WizKids Opens, Pre-Releases, and Storyline OP events. Having events at decentralized locations drives more players into their FLGS and allows more players access to the events and limited edition prizes. Store selection is based off of sales performance with the store's distributor and event performance as represented on the WizKids Info Network (WIN.win.wizkids.com).

With the U.S. National Championships moving to Origins this year, the amount of events at the convention has significantly increased which means even more chances to win Convention Exclusive Prizes! The week will be packed with side events, including *HeroClix* Battle Royales, *Dice Masters* Rainbow Drafts, and *Attack Wing* Quick Plays starting Wednesday, June 15th, and tournaments beginning Thursday, June 16th.



HEROCLIX CONVENTION EXCLUSIVE PRIZES:

- Marvel HeroClix: Cosmic Daredevil
- Marvel HeroClix: Man-Spider
- Marvel HeroClix: Rocket Raccoon and Groot
- DC Comics HeroClix: Kingdom Come Hawkman
- DC Comics HeroClix: Kingdom Come Red Robin
- DC Comics HeroClix: Ace the Bat-Hound
- Teenage Mutant Ninja Turtles HeroClix: Casey Jones
- Teenage Mutant Ninja Turtles HeroClix: Shredder

FOR SALE HEROCLIX CONVENTION EXCLUSIVE:

- DC Comics HeroClix: Batman with Shark (\$15)
- DC Comics HeroClix: Batman with Bomb (\$15)
- DC Comics HeroClix: Arrow Pack (\$20)
- Marvel HeroClix: Punisher Van (\$50)
- Teenage Mutant Ninja Turtles HeroClix: Turtle Van (\$30)

THURSDAY, JUNE 16 TH	FRIDAY, JUNE 17 TH	SATURDAY, JUNE 18 TH	SUNDAY, JUNE 19 TH
9:00 AM Registration Starts	9:00 AM Registration Starts	9:00 AM Registration Starts	9:00 AM Registration Starts
10:00 AM HeroClix U.S. National Championship Qualifier	10:00 AM HeroClix Team World Championship Qualifier	10:00 AM HeroClix Team World Championship Qualifier	10:00 AM Star Trek: Attack Wing World Championship
Dice Masters U.S. National Championship	Dice Masters World Championship	Dice Masters World Championship	
Dice Masters World Championship	D&D Attack Wing World Championship	Star Trek: Attack Wing U.S. National Championship	SIDE EVENTS WEDNESDAY – SUNDAY
D&D Attack Wing U.S. National Championship	11:00 AM HeroClix Modern Age U.F. Clix Scenario	11:00 AM HeroClix Modern Age Power Outage Scenario	HeroClix Battle Royales
11:00 AM HeroClix Golden Age Brawl Scenario	4:00 PM HeroClix World Championship Qualifier	4:00 PM HeroClix World Championship	Dice Masters Rainbow Drafts
4:00 PM HeroClix Team World Championship Qualifier	5:00 PM HeroClix Golden Age Escalation Scenario	5:00 PM HeroClix Golden Age Protect the Boss Scenario	Dice Masters Quick Plays
5:00 PM HeroClix Teenage Mutant Ninja Turtles Scenario			Star Trek: Attack Wing Quick Plays
			D&D Attack Wing Quick Plays

There will also be more Convention Exclusives available to win and purchase this year than ever before. With eight *HeroClix* Convention Exclusive Prize Figures available to win and five *HeroClix* Convention Exclusives available for sale including, for the first time, a *Teenage Mutant Ninja Turtles* Convention Exclusive *HeroClix*, you won't want to miss this event.

WizKids also announced that they will be giving a Player Appreciation Presentation at the event; more information about the date, time, and location will be available on wizkids.com. For more details about the 2016 WizKids U.S. National and World Championships visit the WizKids Info Network at WIN.WizKids.com.

Visit OriginsGameFair.com to purchase your badge, giving you access to D Hall for the 2016 WizKids U.S. National and World Championships, today!

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STAR WARS

ARMADA

WAVE III



Two new flotillas arrive to support your fleets in the third wave of expansions for *Star Wars™: Armada*!

Armada is a two-players miniatures game of strategic *Star Wars* fleet battles. You assume the role of fleet admiral with either the Galactic Empire or Rebel Alliance, and you must assemble your fleet, command your ships, and fly to meet the enemy. The combats are big and brutal, and your strategy must balance your focus on the objective against the destruction of your enemy.

Now, even as the game's core experience remains rooted in your ability to plan your approach, command your ships, and obliterate your enemy, Wave III introduces another dimension to your battles. Its two expansions, the Imperial Assault Carriers Expansion Pack and the Rebel Transports Expansion Pack, introduce the "flotilla" to *Armada* as a new ship type.

The Flotilla as Fleet Support

In *Armada*, the flotilla functions like the game's other ships, but with two notable exceptions. Each flotilla features two ship miniatures on a single base, and whenever a flotilla and another ship collide, you deal one facedown damage card to the flotilla, but not to the other ship — unless that ship is also a flotilla. Although your flotillas are noticeably smaller than the rest of the ships in your fleet, the benefits they

add are immense. After all, you do not reinforce your fleet with a flotilla of *Gozanti*-class assault carriers or GR-75 Rebel transports in order to bring its guns into play; you add it to your fleet in order to benefit from its versatile Fleet Support upgrade type.

Like Slicer Tools, Comms Net, and Bomber Command Center, upgrades with the Fleet Support icon do less for the ships that bear them than for the other ships and squadrons in your fleet. Altogether, you will find five different Fleet Support upgrades in Wave III, and each introduces new ways for your flotillas to better coordinate and support your other ships and starfighter squadrons.

Focus on Your Objectives

Star Wars™: Armada has always rewarded sound strategy and clever tactics. Likewise, its battles have always revolved around your ability to achieve your objectives. Soon, Wave III will elevate these game elements to even greater heights with its new flotillas, commanders, and Fleet Support upgrades!

Imperial Assault Carriers Expansion
SWM18 | \$19.95

Rebel Transports Expansion
SWM19 | \$19.95



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ARCANE ACADEMY

A STRATEGIC GAME OF
TILE-LINKING WIZARDRY

THE FIRST CO-DESIGN BY ERIC LANG & KEVIN WILSON!

Art by Christopher Wharton | Game Design by Eric M. Lang & Kevin Wilson

Challenge rival students to become the "best in class" in *Arcane Academy*, an innovative board game of tile-linking wizardry for 2-4 players that pits young spellcasters against one another in a duel for honor and prestige. *Arcane Academy* features game design by industry superstars Eric Lang (*A Game of Thrones*, *Star Wars: The Card Game*, *Quarriors*) and Kevin Wilson (*Descent*, *Arkham Horror* and *Android*) in their first-ever design collaboration!

Forge potent magic items and wield wickedly powerful elemental energies to outthink and outmaneuver your opponents in this elegantly simple and quick-to-learn board game that will appeal to families and experienced players alike!



IDW
GAMES
idwgames.com



Arcane Academy: A Board Game From IDW Games
ON SALE AUGUST

Arcane Academy © 2016 Th3rd World Studios
UPC: 8-27714001105-0 | MSRP: \$39.99

UNLEASH THE TITANS: PAUL PETERSON RUNS WITH THE BULLS

RUNNING WITH THE BULLS

CLP 114 PI | Available August 2016!

Inspiration can be a funny thing, and the simplest of conversations often provide just the right spark to get things moving. Such was the case when Ray Wehrs, President of Calliope Games, approached *Guillotine* and *Smash Up* designer Paul Peterson in 2014 about joining his ambitious new project, the *Titan Series*. "When Ray told me about his idea to bundle up a bunch of games from well-known designers," said Peterson, "I thought he was either a genius or crazy. Maybe both. It seemed like such an ambitious undertaking, but the possible rewards for everyone involved were huge." Wehrs imagined the *Titan Series* as a grand line of games designed by many of the biggest designers in the industry, a list that would grow to include Richard Garfield, Eric Lang, Rob Daviau, Mike Elliot, Zach and Jordan Weisman, Peggy Brown, Mike Mulvihill, James Ernest, Mike Selinker, and Seth Johnson.

For Peterson, the conversation about becoming a Titan stirred some creative forces. "I had a game that I was working on called *Tourist Trap* that was at a dead end, but when I started thinking about it as a possible Calliope game, the solutions to the problems I was having started coming to me," he said. "I like fun, fast games. People often tell me that they use *Guillotine* as a "gateway game" with their non-gamer friends, and that is right in Calliope's wheelhouse."

The *Titan Series* has grown to encompass twelve games over four years. The first three games will be available in August; they consist of *Hive Mind* (a party game about thinking alike, designed by Richard Garfield), *Menu Masters* (a bidding and card collection game by Zach and Jordan Weisman), and *Running with the Bulls*, Peterson's entry in the line.

Running with the Bulls features a captivatingly cartoonish theme loosely based on the annual tradition of the running of the bulls in Pamplona, but it

didn't begin that way. "It started with an idea of making a pachinko machine on a game board with people betting on where the dice would land and playing cards to "nudge" the machine," Peterson explained. "The original game involved claiming sections of track on the board and moving the dice to use those, and then it became picking which end points the dice would arrive at. It was only after I thought more about how to clean up the game and make it more approachable to non-gamers that I hit upon the players owning the dice. Everything else came from that epiphany. Except the bulls. They came from a conversation with Ray about how to add some more tension into the game."

Like other games in the Calliope lineup, *Running with the Bulls* features a playing time of under an hour, while appealing to players of all ages and levels of experience. It notably takes an old mechanic and does something new with it. "This game uses dice in a fresh way," Peterson explained. "You aren't rolling them for results and counting the number of 6's you rolled. You're rolling them to cause chaos or affect their movement on the board." In the game, players use handfuls of dice as the Runners, starting them at the top and playing cards to affect them. Much of the fun comes in deciding when and how to play cards to reroll your own Runners, or try to influence other players' Runners. The goal at

the end of each of the three days in the game is to get your Runners to the fancy Destinations at the bottom of the board, which are worth variable points, while avoiding the bulls that are chasing you. The mix of tactics and luck has been described as "strategic Plinko," from the famous game on *The Price Is Right*.

As he approaches the inaugural launch of *Titan Series* games, Peterson reflects on his entry into the line. "The thing I'm happiest about is the way players are simultaneously playing a lot of little co-op and competitive games in each area of the board," he says. "When they roll all the dice in an area they are trying to do the best thing for their dice, but they may also be helping the other players there, and sometimes trying to hurt an opponent backfires when their own dice suddenly match the bull."

It's been a long time since the first time Ray Wehrs recruited Paul Peterson for the *Titan Series* and provided a touch of inspiration, and Peterson is excited for *Running with the Bulls*. "I am really looking forward to players getting their copies and hearing what they think about the game." And that's no bull.





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Wyrd

The Dark Eye

THE DARK EYE RPG: CORE RULES HARDCOVER

PZO ULIUS25001 \$49.99 | Available May 2016!

The Dark Eye is Europe's most popular fantasy roleplaying game, now available in English from Ulisses North America through Paizo. German gamers have enjoyed it since the early 1980s, where it's been in continuous publication ever since. All that art, all those stories, and all those adventures make a classic high fantasy setting with medieval intrigue, barbaric adventures, and more. *The Dark Eye* is a game born in a land of castles and legends.

What's the world like? Players get to explore Aventuria, a fantastic continent of warriors and magic four-decades in the making!

The Middenrealm stretches through its heart, home to chivalrous knights and grim dwarves who live in huge underground cities. To its northwest lies the Orclands, and to the west of those the land of Thorwal, where fearless sailors and raiders worship the whale god Swafnir. Move south to where the small kingdoms of Nostria and Andergast fight in continuous warfare. Visit Horasian poets, the sultans of the Caliphate, the lands of the Tulamydes, mysterious Elves, or even brave the demonic Shadowlands.

The whole of Aventuria seethes with magic, from beastly three-headed dragons, slaving ghouls, and emerald spiders to wise sorcerers and nefarious wizards. The Blessed Ones work miracles in the name of the Twelvegods, or to thwart the Nameless One who plots against all that is good and righteous.

This latest edition of *The Dark Eye* brings together decades of design refinements and player suggestions, all coordinated by a skilled team. According to designer Eevie Demirtel, "*The Dark Eye* was the first German tabletop roleplaying game to be successfully introduced to the games market. It was launched in a massive campaign during the 80s and it is extremely popular even today. Throughout that time it's won over the players and offers everything you need in a fantasy roleplaying game: a huge number of exciting settings that over the years have been brought to life by hundreds of authors. And it is a place to feel at home."

"The main reason for *The Dark Eye*'s success is that it has something to offer everyone," adds Ulisses-Spiele President Markus Plötz. "The world of *The Dark Eye* is incredibly vast and detailed, and reminiscent of fairy tales and childhood dreams."

"The game world of Aventuria has been growing over the decades," adds designer Daniel Simon Richter. "It has a long, storied history and a lot of different regions, offering something for every gamer. *Arabian Night*'s

settings in desert regions are possible just as well as pirate-themed stories in the jungles of the deep south. In the north you can play as knights or noble folk. The Middenrealm, Aventuria's largest realm, offers a lot of opportunities for that. In the far north you can play as settlers or even travel to the eternal ice wastes and launch expeditions in order to uncover ancient secrets."

Designer Alex Spohr contributed to this latest edition, as well. "Every author writing *The Dark Eye* started out as a player. Everyone can send us their ideas and possibly become an author to contribute to the world of Aventuria. *The Dark Eye* offers a living, breathing story that is told and developed in adventure modules and supplements that create new opportunities, plot hooks, and threads of a much larger story. That's what fans love about *The Dark Eye*: They like to see the world evolve and be able to influence it. English-language fans can contribute to that unfolding history, too."

"I've been a part of the *The Dark Eye* team for 20 years now," adds Daniel. "I mostly helped to create the world itself. That means: I've been writing a lot of manuscripts for the regional supplements, Region Guides, and Region Sourcebooks. I've written an adventure module here and there, but the world-building supplements are most important to me."

The Dark Eye Core Rules present its unique, time-tested game system in a beautiful, 416-page, full-color, hardbound volume. As this latest edition gets published in Germany, the English-language version of each book will be made available through Paizo: adventures, supplements, reference card packs, dice and dice cups, game master's screen... a complete product line presenting the the fantasy continent Aventuria with fresh, new releases every month.

Watch for *The Dark Eye* in stores from Ulisses North America through Paizo beginning in July!

...

Timothy Brown has designed games for GDW, TSR, and FASA, among others, and is the co-designer of the 2300AD and Dark Sun game universes. He is the Studio Director for Ulisses North America.



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GLADIATOR QUEST FOR THE RUDIS

GLADIATOR: QUEST FOR THE RUDIS

PSI NMGQR1 \$59.99 | Available May 2016!

The blood-soaked sand of the arena floor gave testimony to the carnage that typified the Roman blood-sport. On this day, however, a rare event was taking place, one that paralleled the excited shouts of the multitudes.

A gladiator knelt on the sand, cut and bruised but alive. His head was bowed and on it the gladiator wore a laurel crown. Standing before the gladiator, Quintas Varinus Julianus, the editor of the games, signaled to the crowd that he was about to speak. A dozen cornu sounded, silencing the crowd.

Quintas Varinus ordered the gladiator to stand and as the gladiator slowly forced himself erect, the editor of the games held forth the rudis, a simple wooden sword, signifying that the gladiator was a free man. The gladiator's quest had been fulfilled.

Gladiator: Quest for the Rudis (GQR) is a card-driven, tactical combat, historical/cinematic hybrid released last month by Nocturnal Media. It simulates in detail the life and death struggle that took place each time two men faced each other on the sands of an arena in Ancient Rome. No existing game dealing with the gladiator combat approaches the depth and uniqueness of this title.

The absence of a realistic, but fast-playing board game that accurately replicates gladiatorial combat and remains true to the many styles of the gladiators who fought forced me to create my own. This is a case of history repeating itself. Thirty-seven years ago when professional boxing was still a major sport, I couldn't find a boxing simulation that satisfied me; and so, with the naïve confidence of youth and the backing of Avalon Hill Game Company, I designed *Title Bout: The Game of Professional Boxing*, published under the Sports Illustrated banner.

Now, much older and hopefully wiser and more skilled, I've tried to do the same thing with gladiators in GQR.

The game is played on a huge 20" x 20" board, large enough to handle up to ten gladiators at a time. Rules for 1-on-1 matches, 2-on-1 matches, last-man-standing, or mass melee play out with amazing realism, based upon years of research and just a smidgeon of modern portrayals found in movies, like *Gladiator*, and television shows like *Spartacus: Blood and Sand*.

GQR contains nearly 300 cards, among them the 100-card Arena Action Deck that takes the place of dice and is directly accountable for not only game information (arena generalship, attack locations), but also the specific "feel" of the combat. The cards provide the speed of play that dice can't replicate and gives unprecedented *verisimilitude* to combat. Almost seven-dozen counters add a stunning visual element to the game.

The gladiators in GQR represent the most popular styles that populated the actual contests: *secutor*, *retiarius*, *murmillo*, and *thraex*. The gladiators are rated in 10 categories and each gladiator type has its own unique deck of Attack and Defend cards, with many of the cards presenting additional choices for the player. Four levels of each of the styles is represented, ranging from the beginning *tyro* to the best-in-class *primus*, giving the player sixteen different rated and beautifully illustrated contestants for their games.

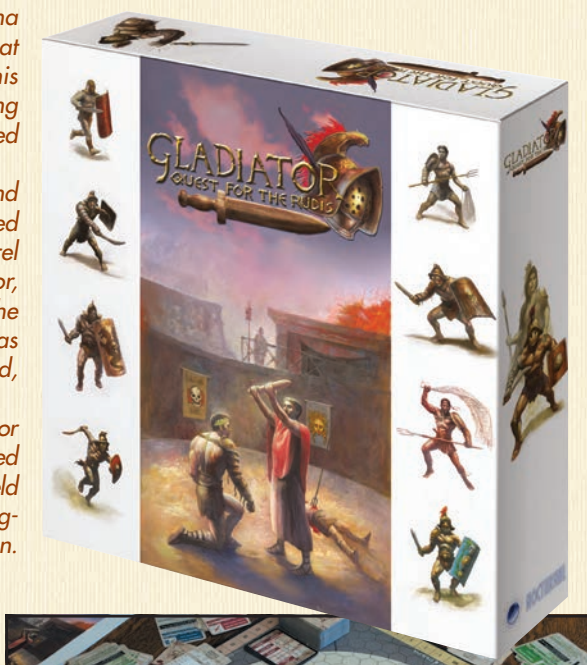
Instead of pure luck, a player's choices like what attacks to make, what defenses to use, when to expend stamina or persevere, and how to best use both Fate and *Summa Rudis* (chief referee) cards dictate who wins — and lives — in the Roman arenas.

GQR is truly a melding of board game and miniature game. Some role-playing elements are also incorporated to add an even more personal involvement to the combat as the game is designed to allow the player to build his own gladiators and advance them in a career-mode.

The game is perfect for 2-4 players, while comprehensive "AI" rules and tables allow for a very satisfying solo game, as well. Play a single matched pair contest in 15 to 30 minutes or engage in a sprawling melee that lasts an hour or more.

In *Gladiator: Quest for the Rudis*, all the choices are yours!

...



Jim Trunzo, the designer of 1979's *Avalon Hill boxing simulation Title Bout*, recently described himself as "... a 66-year old kid." Between teaching high school English and freelance writing, his passion for board games never died. Now, after a long hiatus, Jim has released a new design, *Gladiator: Quest for the Rudis*, under the auspice of Nocturnal Media.





**Do you hate zombies?
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This fast-paced favorite, created by BoardGameGeek, boasts an exciting 10-minute experience for 2-12 players. In this treacherous party game, two teams fight for survival: zombies and the remaining humans who hate them.



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STAR TREK™ ASCENDANCY

STAR TREK: ASCENDANCY

GF9 ST001 \$99.99 | Available July 2016!

Star Trek: Ascendancy, from Gale Force Nine, is an epic strategy board game of exploration, expansion, and conflict between the United Federation of Planets, the Klingon Empire, and the Romulan Star Empire. Boldly go where no one has gone before as players control the great civilizations of the galaxy. Each player strikes out from their home world to expand their influence and grow their civilization.

When a player collects five Ascendancy Tokens or they conquer two of their rival's homeworlds, they are the winner! With gameplay ranging from a society's first trip at warp speed to the establishment of intergalactic supremacy, players will chart the destiny of their civilization. Will you guide your civilization with the ideals of peaceful exploration and diplomacy, or expand under the banner of ruthless ambition and conflict.

When a player's turn of *Star Trek: Ascendancy* begins, their civilization expends resources to construct new starships, production facilities, research laboratories, and cultural centers. They also establish colonies in far-flung star systems, cementing their influence. Players also commit valuable research tokens to develop a diverse collection of technological and cultural advancements, as well as improving the capabilities of their starships.

Players then take command of their ships, exploring the galaxy to discover new star systems and interstellar phenomena, and charting space lanes to build a galactic map that is unique to each game. As a player's map grows, it will intersect and connect with another player's civilization — from this moment of 'First Contact' players can engage each other in peaceful negotiation, exchanging trade agreements and establishing diplomatic ties, or prepare for war, ordering their ships into battle against their rivals! Players can also establish diplomatic relations with individual worlds and neutral societies in an attempt to peacefully absorb them into their growing civilization, or launch an all-out planetary invasion to conquer a planet and capture its resources.



"IF THERE IS ONE IDEAL THAT THE
FEDERATION HOLDS MOST DEAR,
IT IS THAT ALL MEN, ALL RACES
CAN BE UNITED."

CAPTAIN JEAN LUC PICARD



To further establish their presence in the greater galaxy, a player has a limited number of Starbases they can construct. A Starbase is a powerful focal point for a civilization, allowing a player to construct new starships at a location other than their homeworld and commissioning a fleet, uniting a group of starships together with a single mission. Starbases are such valuable locations that once constructed they cannot be destroyed, but they may change hands, with one civilization capturing and controlling another's Starbase.





Players can also launch new advancement projects, drawn from a deck of Advancement Cards unique to each civilization. While Klingon scientists labor to adapt cloaking technology, the Romulan Senate commits resources to create the shadowy Tal Shiar, and the Federation establishes Starfleet Academy to train the next generation of space explorers. Each civilization's advancements are proprietary, but a rival civilization can capture the research center dedicating to developing an advancement and attempt to develop it for their own purposes!

If no one has achieved victory at the end of a game round, each player harvests resources, from both their production centers and from trade agreements with rival civilizations. Then another round of play begins.

With more than 200 plastic miniatures and 30 star systems representing some of *Star Trek*'s most notable planets and locations, *Star Trek: Ascendancy* puts the fate of the galaxy in players' hands. The competition for supremacy widens later this year with the introduction of two expansion sets, the *Cardassian Union* and *Ferengi Alliance*. Each expansion adds a new civilization to the game, complete with new rules, ships, systems, advancements, and Exploration Cards. Each expansion also allows you to expand the number of players in your games! Players can also add a *Star Trek Ascendancy* play mat to their game, adding a beautiful play surface for the game pieces.

Star Trek: Ascendancy will be in store in late summer! Look for the two player expansions and game mat later this year!

To learn more about *Star Trek: Ascendancy* visit GF9 at www.startrek.gf9games.com



Peter Przekop is the office manager for Gale Force Nine. His job mostly consists of doing all the boring necessary things to keep the office running while everyone else designs games.



On your turn, you may Exhaust Commands to do the following:

MOVE Move a Ship or Fleet at Impulse or Warp Speed.

HEGEMONY Attempt to Culturally Take Control of a Developed System you Occupy.

INITIATE SPACE BATTLE Attack rival Ships in the same or adjacent Sector.

LAUNCH PROJECTS Draw two new Projects; discard Projects as needed to stay below max.

COMMISSION STARBASE / FLEET Place a Starbase or group Ships onto a Fleet Card.

COMMAND PHASE

Each turn begins with a Building Phase. When you are finished spending resources, flip this card over and your Command Phase begins.

STARSHIPS Build at Kronos and at your Starbases.

PRODUCTION NODE Build on Production or Open Sites.

RESEARCH NODE Build on Research or Open Sites.

CULTURE NODE Build on Culture or Open Sites.

COLONIZE SECTOR Build on Undeveloped Systems you Occupy.

COMMIT RESEARCH You may add 1 Research Token to each Advancement Project per turn. You may also upgrade Weapons and Shields.

BUILDING PHASE

WHAT IS [FIRETEAM] Z E R O?

AND WHY SHOULD I CARE?

FIRETEAM ZERO

ALC FTZ01..... \$100.00 | Available Now!

The official answer is that *Fireteam Zero* (FTZ) is a board game of squad tactics and horror, set in an alternate WW2 where long-dormant horrors have begun to awaken to feed on the chaos and bloodshed of the war.

But, perhaps, the better answer is that FTZ is all about heroes who are frighteningly good at their jobs, committing acts of badassery on the battlefield. After all, if you're going to fight unspeakable evil, competence is the bare minimum requirement for the job. Add some skillful teamwork to the mix and you've got a real shot at saving the world.

WHAT'S IT LIKE TO PLAY?

The gameplay is all about squad tactics, both as a team and as an individual hero. Board positioning is key, making decisions about distance to threats, to each other for support, and to your team Specialists which provide bonuses. You'll also need to carefully manage your individual resources, which are the cards in your hand that are used to attack the enemy, support allies, and defend the team. They also represent your survivability. When hit, you must discard cards equal to the damage or you drop.

The design mantra is "complexity without complication", so that it's easy to pick up but still tactically deep. However, easy to learn isn't the same thing as easy to win. One mistake on the battlefield is no problem, but two might easily lead to disaster. Saving the world against overwhelming odds is tough, but the satisfaction of working together to pull off a hard-won victory is something that will keep you coming back to the table for more.

The combat is based on the idea that you can only do so much in a round, which represents a few, precious spends during a fight. Each hero has a hand of five cards that represents what you can accomplish, so if you spend cards to attack and to support your allies, maybe you don't have time to avoid getting snapped in half by that monster bearing down on you. After the heroes and the monsters both go, you refill your hand for the next round.

Here's a quick example using the Demolitions hero:



- I start my turn by throwing a Satchel Charge into a space with two charming and delightful Corrupted Animals. My roll is good, so I blow them to smithereens and clear the space.
- I have two movement to spend, so I use both of them to enter the space in front of me. It's worth entering though, because there's a Spawn Point here that I need to search.
- Now it's the monster's turn. There's one close to me, and it starts by rolling the Activation die and getting a Special, which for Corrupted Humans means their attack will get extra damage. Then it moves into my space to ruin my day.





- However, I'm not out here alone. As always, my squad has my back. In this case, my buddy the Marksman is using the Opportunity Fire focus card, which lets him put a .30-06 round into it before it can tear me into little hero chunks.
- After all of the monsters take their shots at us, more creatures boil up out of the Spawn Points on the board.
- Before we take another hero turn, one of us gets a chance to play a Tactics card. The Close Combat hero plays Search and Destroy and charges through two spaces, turning the monsters in them into finely diced bits and pieces, clearing our path to the next Spawn point.
- Then we start the next round.

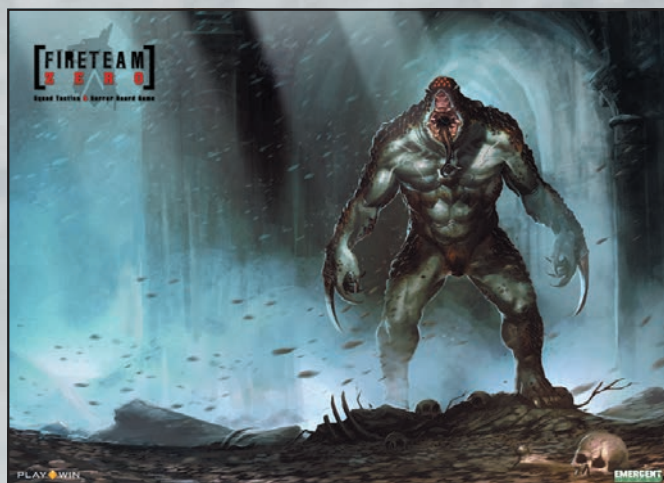
AWESOME, BUT WHAT ABOUT THEME?

From the included soundtrack, fully voiced mission briefings, and highly detailed miniatures, to the story driven missions, *Fireteam Zero* is loaded with atmosphere. The core set comes with three monster families, each with their own powers and plans for world conquest.

You'll face threats that are profound in true, Lovecraftian fashion, but you'll meet them head-on as a team who is more than up to the task of defending humanity.

...

Mike Langlois is the weird half of Emergent Games, along with the charming and clever Christian Leonhard. He's also the author of the Emergent Earth series of books, on which Fireteam Zero is based.





ARCANÉ ACADEMY

IDW 01105 \$39.99 | Available August 2016!

Put on your robe and wizard hat! *Arcane Academy* is a strategic game of tile-linking wizardry based on the critically acclaimed graphic novel *Finding Gossamyr* from Th3rd World Studios. This game features a pair of renowned designers, Kevin Wilson and Eric M. Lang, working together for the first time!

Lang and Wilson are long-time friends with prolific careers. The pair have designed more than 100 games between them, many award-winning mainstays, but this is the first time they've decided to join creative forces and co-design a project. The refined end product highlights some of the best aspects of both designers, and the game they've delivered is both elegantly simple and incredibly fascinating in its versatility.

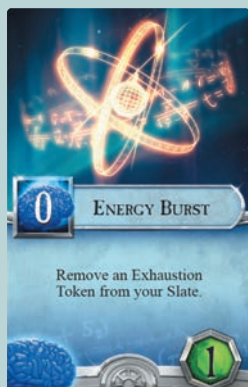
In *Arcane Academy*, each player takes on the role of a student at the Academy of Magic and Sciences during their final exams in a competition to be recognized as the top wizard in their class. Players will forge potent magic items and wield wickedly powerful elemental energies as they take turns trying to out-think and outmaneuver their opponents in this elegantly simple and quick-to-learn board game that can be completed in less than 40-minutes.

While it's easy to start playing, there are thousands of possible tile and card combinations that make each play unique and engaging. There's nothing more satisfying than building a new and interesting spell on your personal board, triggering a combination of effects that jump you from the back of the pack to the head of the class!

When the game begins, the final exam for *Arcane Academy* has just begun. Each player has their own assignment they'll be secretly working on throughout the game, but there's also four public assignments anyone can complete. Completing assignments grants the players spells, magic items, or Victory Points.

One of the things that really makes this game feel special is the individual spell board each player has to work with. It's a 3x4 grid that players add tiles to, enhancing their abilities throughout the game. When casting a spell, they'll activate not just one tile, but all tiles they've chained together creating powerful combinations that quickly change the game. There's a great spatial element to the tile placement, and in choosing which tile to activate, and therefore exhaust for further use until they commit to resting and re-booting their combo engine.

Everyone on this team has been working tirelessly over the course of several years to put this game together. Michael Devito and David Rodriguez from Th3rd World Studios brought us this game at Gen Con in 2015, and it was honestly the most beautiful prototype we've



ever been presented with. Since then we've been passing notes back and forth like school kids, constantly working on more innovations and improvements for the components of the game.

Likewise, tenured professors in gaming Kevin Wilson and Eric Lang have continued to aid in the final development of the game. They've just recently refined the endgame from great to spectacular after meeting at this year's Gathering of Friends.

That's part of the fun in working in gaming — just like the way the spells ripple out across a player's board in *Arcane Academy*, setting off more and more interesting interactions, each revision of the game's mechanics leads to new rounds of innovation and excitement. This game has had the largest team of talent of anything we've done so far, and it's been an honor being a part of it.

With that said, pencil's down! (That'll be much funnier once you've played the game).

...

Nate Murray is the Product Manager and Game Developer for IDW Games. Nate has been with the division since its inception and has had the pleasure of working on each of IDW's titles. He is undefeated at Air Hockey but terrible at Gin Rummy.



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ACADEMY GAMES



CONFLICT OF HEROES: STORMS OF STEEL - KURSK 1943 2ND EDITION

Witness the greatest tank battle in history in *Storms of Steel*! After their stinging defeat at Stalingrad, the Germans mass their best forces for an all-out attack against the growing Soviet bulge at Kursk. But, the Soviets' network of master spies has caught wind of the German plans and are prepared to trap and decimate the best panzer forces the Germans can muster! Scheduled to ship in August 2016. PSI AYG5012\$80.00

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

ACTION PHASE GAMES



DREAMWELL

In a place outside the waking world where children go while they sleep, wander the dreamkin - lost sleepers, whose souls this land seeks to keep. Underneath the gentle waves of lucid seas we fell, we're off to find our missing friends in the vast Dreamwell. *Dreamwell* is a competitive, tile-based board game featuring the art of Tara McPherson where players are trying to locate their lost friends in the Dreamwell. Scheduled to ship in August 2016. PSI AKG300\$29.99



RETREAT TO DARKMOOR

The foul forces of Darkmoor have amassed their legions to strike at the Capital City. Despite their well-laid machinations, something awaits them within the city walls - the realm's legendary heroes, who have gathered to council the king. Failing to siege the city, each overlord's minions must now retreat to Darkmoor lest they be captured - or worse! In *Retreat to Darkmoor*, players assume the roles of dark overlords of the realm, each commanding an identical deck of minions. Your goal: to successfully evade the legendary heroes, eliminate rival minions, and take refuge in the various locations of Darkmoor. Scheduled to ship in August 2016. PSI AKG230\$19.99

ALBINO DRAGON

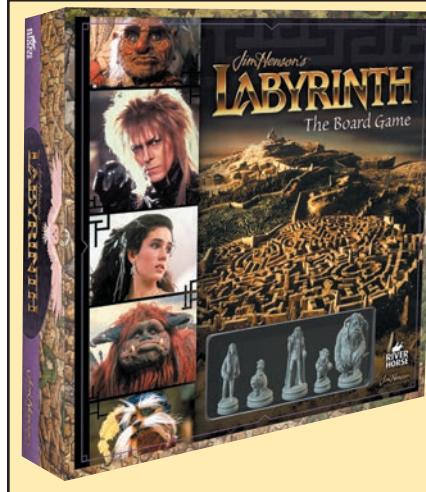


THE GOONIES: ADVENTURE CARD GAME

Goonies Never Say Die! In *The Goonies: Adventure Card Game*, players work together with their fellow Goonies to uncover One-Eyed Willy's treasure and the secret path to his ship. But, it won't be easy. Be prepared to overcome obstacles, avoid booby traps, and outwit the Fratellis in a race to save the Goon Docks! Scheduled to ship in August 2016. ALB 04537\$34.99

ALC STUDIO

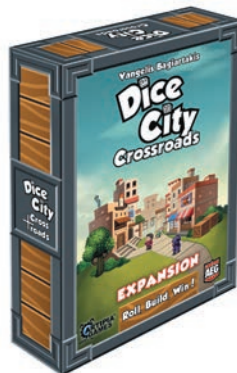
FEATURED ITEM



JIM HENSON'S LABYRINTH: THE BOARD GAME

Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn little Toby into a goblin babe? You have thirteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, *Labyrinth*! Scheduled to ship in August 2016. ALC RHLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

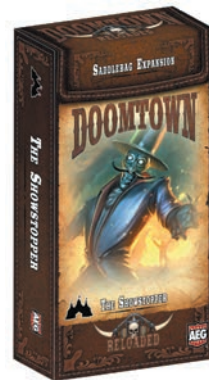


DICE CITY: CROSSROADS EXPANSION

The gold from the *All That Glitters Expansion* continues to add wealth to *Dice City* in *Crossroads*. That wealth can now be used to invest in the arts, music, and new buildings. The citizens of Rolldovia are finding new ways to get around your city, and in turn making it a more thriving community, with taverns and guilds sprouting up everywhere to support their needs. Which way will your city turn next? It's fair to say you have reached a *Crossroads*... but, which is the right way to roll, build, and win? Scheduled to ship in August 2016. AEG 5865\$19.99

DOOMTOWN: RELOADED EXPANSION SADDLEBAG 12 - THE SHOW STOPPER

It's Showtime! It's do or die for Abram and his posse as they confront Ivor once and for all! Will Pasteur's miracle be enough to stop the diseased ringmaster and his circus? Or will Gomorra find salvation in a less likely place? Lock and load for the town's most epic battle yet! With 21 new cards, and four copies of each, *Saddlebags* give you new ways to customize your *Doomtown: Reloaded* decks. Whether you're looking to be shootin', spell castin', or just trying to show that you have more money and influence than the next person, *The Showstopper* expands your options for the takin' over Gomorra! Scheduled to ship in August 2016. AEG 5917\$14.99



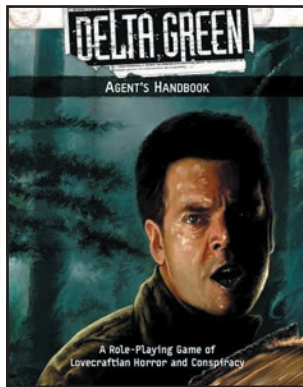
SPOTLIGHT ON



GUILDHALL FANTASY: COALITION

Do you have a thirst for adventure? Is your middle name danger? Do you just like treasure? Form a party of adventurers to help you be victorious in *Guildhall: Fantasy - Coalition*! The more members of each class you have, the greater the bonus they'll give you - but, be careful! Your opponents might try to poach your party members! Scheduled to ship in August 2016. AEG 5853\$27.99

ARC DREAM PUBLISHING



DELTA GREEN RPG: AGENT'S HANDBOOK

The *Agent's Handbook* for the new incarnation of *Delta Green*, the award-winning roleplaying game of Lovecraftian horror and conspiracy, includes rules for creating agents, with dozens of professions from throughout the U.S. government and the civilian world, plus rules for tense, fluid investigations, combat, and sanity, as well as details on equipment and assets, and dossiers of the federal agencies most likely to be featured in *Delta Green*. Scheduled to ship in July 2016.

S2P APU8107.....\$39.99

DELTA GREEN RPG: NEED TO KNOW

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green spent four decades opposing the forces of darkness with honor - but without glory. Stripped of sanction after a disastrous 1969 operation in Cambodia, Delta Green's leaders made a secret pact: to continue their work without authority, without support, and without fear. Delta Green agents slip through the system, manipulating the federal bureaucracy while pushing the darkness back for another day - but, often at a shattering personal cost. This quickstart rulebook includes everything you 'Need to Know' to play *Delta Green*, the roleplaying game of Lovecraftian horror and conspiracy. Scheduled to ship in July 2016.

S2P APU8106.....\$24.99



ARES GAMES



BEHIND THE THRONE

Secret organizations fight for the right to rule over the Old Kingdom in *Behind the Throne*, an engaging, push-your-luck card game. Those struggling for power in the shadow of the royal throne use intrigue, blackmail, and threats to reach their goals. The more servants, nobles, and dignitaries they control, the closer they are to the throne. Scheduled to ship in August 2016.

AGS ARC003.....\$19.90



DUNGEON TIME

Time is of the Essence! Are you brave enough to accept the dungeon challenge? In *Dungeon Time*, a realtime cooperative card game, you will enter a fantasy realm with only five-minutes to complete your missions! Find the equipment, get the mission - while frantically trying to beat the clock and avoid being over-burdened by your equipment - and level-up to higher challenges if you succeed! Scheduled to ship in August 2016.

AGS ARC002.....\$29.90



STAY AWAY!

A Contagious Horror Card Game! A group of archeologists has mysteriously disappeared during an expedition to the risen island of R'lyeh. As a member of the rescue team sent to aid them, you investigate the site - encountering something terrible that seeks to destroy your team from within! Who will believe you? Who's who - and who is what? Stay Away! Because you can't trust anyone - and no one will trust you! So block the doors, quarantine a suspect, reveal your identity to your "allies", grab a flamethrower, or just run away... but, look carefully where you end up, because "The Thing" might be closer than you think! Scheduled to ship in August 2016.

AGS ARC004.....\$19.90

SPOTLIGHT ON



LAST FRIDAY

It's the Ultimate Survival Horror Experience in *Last Friday*! A hidden movement, hunt and deduction board game inspired by the popular "slasher" horror movie genre, *Last Friday* follows the bloody trail of a murderer who died and rose again. In the role of naive, young campers, the players are challenged to survive a long weekend of terror - while the undying psychopath secretly hides among them, anxious to exact revenge! Scheduled to ship in August 2016.

AGS ARTG001.....\$49.90

WINGS OF GLORY

Scheduled to ship in July 2016.



ALBATROS C III (BOHME/ LADERMACHER)

AGS WGS210A.....PI



ALBATROS C III (LUFTSTREITKRAFTE)

AGS WGS210C.....PI



ALBATROS C III (MEINECKE)

AGS WGS210B.....PI



NIEUPORT 11 (ANCILLOTTO)

AGS WGS122C.....PI



NIEUPORT 11 (CHAPUT)

AGS WGS122A.....PI



NIEUPORT 11 (DE TURENNE)

AGS WGS122B.....PI



PHOENIX DI (GRUBER)

AGS WGS121C.....PI



PHOENIX DI (LANG)

AGS WGS121A.....PI



PHOENIX DI (URBAN)
AGS WGS121B..... PI



**SOPWITH 1 1/2 STRUTTER
(COLLISHAW/PORTSMOUTH)**
AGS WGS209B..... PI



**SOPWITH 1 1/2 STRUTTER
COMIC (78 SQUADRON)**
AGS WGS209C..... PI



**SOPWITH 1 1/2 STRUTTER
(COSTES/ASTOR)**
AGS WGS209A..... PI

THE ARMY PAINTER



THE OTHERS: PAINT SET OF SIN
The Army Painter and Cool Mini or Not in cooperation with Studio McVey are thrilled to announce *The Others* exclusive 'Paint Set of Sin', featuring 10 exclusive Warpaints, of which eight are only available in this set. Scheduled to ship in August 2016.
TAP WP8010.....\$29.99

ASMODEE EDITIONS

FEATURED ITEM



CAPTAIN SONAR

Deep beneath the ocean waves, an unseen war is waged by rival corporations. Take your place in the conn and prepare for battle with *Captain Sonar*, a tense, realtime game of dueling submarines for two to eight players. In every game of *Captain Sonar*, you and your fellow players are split into two teams. You may be the Captain, responsible for setting your submarine's course and deciding when to strike, while the First Mate charges the ships

systems, the Engineer keeps the submarine fully operational, and the Radio Operator determines the location of the enemy submarine. Only teamwork will give you the chance to open fire and win the game! Scheduled to ship in July 2016.

ASM CPT01 \$49.99

ATLAS GAMES

LOST IN R'LYEH CARD GAME

R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In *Lost in R'lyeh*, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landfall in a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh! Scheduled to ship in June 2016.

ATG 1370\$14.95



BEZIER GAMES



AMERICA

What year was *Close Encounters* first in theaters? What state gets the most snow each year? How many albums has Madonna sold? It's likely you don't know any of these facts. But, you might have a rough idea, and that's good enough in *America*, the party game where being close counts! And, if you have absolutely no idea what the answer is, take advantage of your friends who do. If you realize no one (including yourself) knows the answer, you can bet against everyone! Scheduled to ship in August 2016.

PSI BEZAMER.....\$44.95

BUFFALO GAMES

300 PIECE PUZZLES

Scheduled to ship in April 2016.

TRAVEL: AUSTRIA (LARGE PIECES)

BFG 2524 PI

TRAVEL: HAWAII (LARGE PIECES)

BFG 2521 PI



VIVID: CINQUE TERRE

BFG 2722 PI



VIVID: CLOWN SCHOOL

BFG 2723 PI



VIVID: THE KING

BFG 2721 PI



VIVID: VIVID AMERICA

BFG 2724 PI

500 PIECE PUZZLES

Scheduled to ship in April 2016.



**COLOR YOUR WORLD:
SECRET GARDEN - DRAGON FLY**

BFG 3841 PI



COLOR YOUR WORLD: SECRET GARDEN - FOREST OWL

BFG 3842 PI



COLOR YOUR WORLD: SECRET GARDEN - SONGBIRD GARDEN

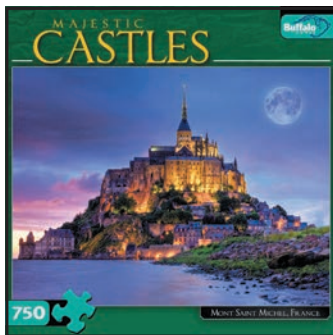
BFG 3843 PI

750 PIECE PUZZLES

Scheduled to ship in April 2016.

EILEAN DONAN

BFG 17056 PI



MONT ST. MICHEL PUZZLE

BFG 17057 PI



NEUSCHWANSTEIN CASTLE

BFG 17055 PI

1000 PIECE PUZZLES

Scheduled to ship in April 2016.



BALLOON DREAM

BFG 11642 PI



COCA COLA: LIVE IT

BFG 11275 PI



COCA COLA: RED WHITE AND YOU

BFG 11271 PI



COCA COLA: YOU CAN'T BEAT THE FEELING

BFG 11274 PI



GUMBALL SURPRISE

BFG 11641 PI



NEUSCHWANSTEIN CASTLE

BFG 11542 PI



PRELUDE TO A KISS

BFG 11725 PI



SPIRIT OF FLIGHT: GLITTER EDITION

BFG 11721GE PI



VINTAGE AMERICA

BFG 1425 PI

BUSHIROAD



ASCENDANTS OF AETHEROS

In *Ascendants of Aetheros*, a thrilling, standalone card game combining strategy, skill, and a little bit of luck set in the magical world of Aetheros, players take on the role of an Ascendant and compete to become the next Sage by acquiring the rarest Sky Shards.

YCW 402800 PI

CARDFIGHT VANGUARD TCG: GLORIOUS BRAVERY OF RADIANT SWORD BOOSTER PACK DISPLAY (30)

Reach out and grab hold of the glorious future! The pieces are set, and the time has come to move forward from the GIRS Crisis over to Stride Gate! *Glorious Bravery of Radiant Sword* features new trump cards for various characters as well as cards that boost the *Knight of the Sun Starter Deck*. And, look out for the new Super GR parallel cards, as well as the SPs from the rare SP Clan pack! Offered in 30-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402725-D PI



CARDFIGHT VANGUARD TCG: KNIGHT OF THE SUN START DECK DISPLAY (6)

Embark on your sunlit journey through Vanguard with the Knights of the Sun! Featuring the knights of the Gold Paladin clan, each *Knight of the Sun Starter Deck* for the *Cardfight Vanguard Trading Card Game* contains a 52-card pre-constructed deck, an exclusive promo card, a Clan card, a Starter's Guide, and a playmat. Offered in 6-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402138-D PI



LUCK & LOGIC TCG

Who will you choose to Trance with? In *Luck & Logic*, beautiful girls known as "Logicalists" use an ability called "Trance" to join forces with extra-dimensional goddesses ("Foreigners") to protect their world from invaders. *Luck & Logic* is introduced in Trial Decks (*Brave Logic* and *Rinne Logic*), as well as *Growth & Genesis* Booster Packs. Each Trial Deck comes with a 50-card pre-constructed deck, 10 gate cards, a playmat, and a quick play manual. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BRAVE LOGIC TRIAL DECK DISPLAY (6)

YCW 402695-D PI

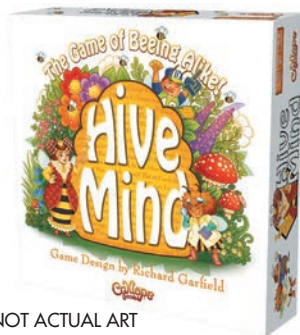
GROWTH & GENESIS BOOSTER PACK DISPLAY (20)

YCW 402718-D PI

RINNE LOGIC TRIAL DECK DISPLAY (6)

YCW 402701-D PI

CALLIOPE GAMES



NOT ACTUAL ART

HIVE MIND

In *Hive Mind*, players are bees who take turns rolling the die, moving the Queen Bee along the garden track, and asking and answering questions to assess their compatibility with the hive. Each bee is trying to prove they should stay in the hive by thinking in harmony with the other bees. Scheduled to ship in August 2016.

CLP 116 PI



MENU MASTERS

It's a Fine Dining Frenzy! You are a world-class chef, brimming with ideas for the greatest menus ever crafted... but, the only way to become the Menu Master is to beat the other chefs to Market Street for the freshest, most delicious ingredients! You may choose to open a store to earn some money, or grab your shopping basket and be the first in line at market. It's the only way to get the best selection! But, beware of the other chefs as they may drive up demand and increase prices! Earn your stars in this deliciously fun race of gourmet supremacy to prove you are the greatest of Menu Masters! Scheduled to ship in August 2016.

CLP 115 PI



RUNNING WITH THE BULLS

Get ready to embark on the craziest vacation ever! A herd of mischievous bulls has taken over the quaint town of El Toro, and players must outrun and outwit them in order to get to the fabulous destinations on the coast! With a bit of planning and lot of luck, you'll reach your spectacular getaway while Running with the Bulls! Scheduled to ship in August 2016.

CLP 114 PI

CAPREEN GROUP



PASS THE GRASS

A Joint Adventure! *Pass the Grass* is an interactive board game that borrows elements ranging from the innocent world of Milton Bradley to the psychedelic vibe of the Grateful Dead. Rolling both dice and joints, players make their way around the board in a quest for the perfect buzz while completing hilarious challenges and satisfying their lust for "munchies". Scheduled to ship in April 2016.

CPR 08612 \$24.95

CATALYST GAME LABS

SHADOWRUN RPG: STIRRED PAPERBACK

Jimmy Kincaid, burned-out mage and P. I., has a lot on his plate. Gang wars, feuding mobsters, unreliable magical power, and an encrypted data file that's already cost him friends, but he can't even access. When the troubles of the Seattle sprawl deepen into a bloody conspiracy with ties to neighboring nations and inhuman powers, he knows he's on the job of his life! Scheduled to ship in August 2016.

PSI CAT26861 \$12.95

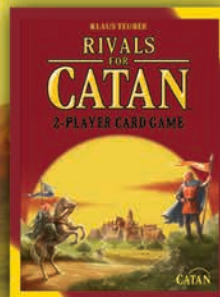


SHADOWRUN RPG: COURT OF SHADOWS HARDCOVER

Court of Shadows takes the award-winning rules of *Shadowrun*, 5th Edition to a setting that has always been part of the Sixth World but never fully detailed. The mysterious Seelie Court has long shaped the elven nation of Tir na nóg and parts beyond, and this book dives into its secrets and the powers who lead it. Full of high fantasy and intrigue, *Court of Shadows* presents a new way to play for veteran *Shadowrun* players and newcomers alike, pitting them against the tricky, manipulative fae of the courts to see who will decide the future of the Sixth World. Scheduled to ship in August 2016.

PSI CAT27009 \$49.99

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GT
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CHEAPASS GAMES

**KILL DOCTOR LUCKY:
THE SECRET LAIR OF
DOCTOR LUCKY EXPANSION**

This is an alternate *Kill Doctor Lucky* board, set in the universe of the *Spy Game*! On this board, you are all henchmen of the arch villain Doctor Lucky, chasing a random spy around the secret lair, and trying to kill him. Scheduled to ship in August 2016.
PSI CAG238.....\$16.00

COOLMINIORNOT

**ZOMBICIDE: SPECIAL
GUEST ARTISTS**

ADRIAN SMITH
COL GUF015\$24.99
JOVEN NERD - LIMITED EDITION
COL GUF014\$24.99
MARC SIMONETTI
COL GUF012\$24.99
PAOLO PARENTE
COL GUF013\$24.99

CORVUS BELLI

INFINITY

Scheduled to ship in April 2016.



ALEPH HIGH FUNCTIONARY (HVT)
CVB 280849-0579\$11.58



**ARIADNA COL. YEVGUENI
VORONIN, COSSACK DIPLOMATIC
CORPS (RIFLE/AP CCW)**
CVB 280180-0574\$19.15



**COMBINED ARMY
UMBRA SAMARITANS
(BREAKER COMBI RIFLE)**
CVB 280675-0573\$19.15



**HAQQISLAM TARIQA,
HIGH RANK COUNSELOR (HVT)**
CVB 280480-0577\$11.58



**NOMADS MIDNIGHT SUN
ANALYST (HVT)**
CVB 280579-0578\$11.58



**PANOCEANIA NEOTERRAN
CORPORATE EXECUTIVE (HVT)**
CVB 280284-0575\$11.58



**YU JING DRAGON LADY,
IMPERIAL SERVICE JUDGE (HVT)**
CVB 280383-0576\$11.58



**YU JING KANREN COUNTER-
INSURGENCY GROUP
(BOARDING SHOTGUN)**
CVB 280382-0572\$11.58

**INFINITY: HUMAN SPHERE N3**

One-hundred and seventy-five years in the future, the Human Sphere is home to Mankind. A place to defend, a place to conquer, a place to take advantage of. Each and every one of the major powers has a grand purpose for the Sphere, and the destiny of the human race will be forged in both their open and clandestine engagements. Essential for diving into the *Infinity* universe and developing the tactical capabilities of every player, *Human Sphere* brings a new dimension to *Infinity N3*. This full-color compilation updates and revises the rules set for *Infinity N3*, introducing new rules, special skills, weapons, and equipment, as well as background and army lists of complete and expanded Sectorial Armies, including the Steel Phalanx of ALEPH and the Tohaa. Scheduled to ship in May 2016.
CVB 289403\$67.74

CUBICLE 7

CTHULHU TALES

The dawn of the 20th Century. New England, America; Lovecraft country. Home to university libraries filled with worm-eaten tomes, legend-haunted towns populated with degenerate locals and their rustic superstitions, Cyclopean ruins from long-forgotten aeons, and the disquieting glimpses of things from beyond. You are the unwilling guests of an antiquated sanatorium, perhaps the infamous Arkham Sanatorium, or maybe the Danvers State Asylum. Your only hope of escape is to convince your fellow inmates (and perhaps yourself) that you do not belong here. And so you begin to explain the sinister series of events that led to your unjust incarceration. Unfortunately, your memories are populated by the stuff of nightmares... *Cthulhu Tales* brings horrifying and darkly humorous storytelling to your gaming table. Scheduled to ship in August 2016.
PSI CB72120\$29.99



DAN VERSSEN GAMES



B-17 FLYING FORTRESS LEADER
B-17 Flying Fortress Leader, a WWII Strategic Bombing Solitaire Strategy Game, places you in command of the mighty 8th Air Force flying missions against Germany during World War II. You must manage not only your mission options, but also make strategic level decisions to figure out the best way to crush Germany's war-making capabilities. Scheduled to ship in August 2016.
DV1 035\$89.99

DAYS OF WONDER

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GATO AND U-BOAT LEADER SHIP MINIATURES

The *Gato Leader* and *U-Boat Leader* Ship Miniatures pack adds 11" x 17" Mounted Sonar game board to your submarine missions. Scheduled to ship in June 2016.
DV1 037\$39.99



GATO LEADER

The American submarine campaign in the Pacific during World War II was a major contributor to the ultimate defeat of Japan. Utilizing the *U-Boat Leader* core system, *Gato Leader* moves the *Leader* series to the Pacific waters, letting players lead a group of American submarines against the Empire of Japan. *Gato Leader* includes four campaigns covering different stages of the Pacific submarine war. Scheduled to ship in June 2016.

DV1 026\$69.99



WARFIGHTER WORLD WAR II CORE GAME

Command World War II's finest soldiers and complete vital combat missions in post D-Day Europe with *Warfighter*, the cooperative Tactical Special Forces Card Game! At the start of each mission, players select soldiers and equip them with skills, weapons, and combat gear within the mission's Resource limit. Then, fight your way through enemy territory, engaging enemy forces, as you attempt to reach and complete your mission objective. This World War II edition of *Warfighter* includes all the Soldier and Hostile cards you need to play Americans, British, or German soldiers. Scheduled to ship in July 2016.

DV1 036\$59.99



WARFIGHTER WWII EXPANSIONS

Scheduled to ship in July 2016.

- 1: AMERICANS AND GERMANS**
DV1 036A\$19.99
- 2: BRITISH**
DV1 036B\$19.99
- 3: SOLDIERS**
DV1 036C\$19.99
- 4: GEAR**
DV1 036D\$19.99

DECISION GAMES

WORLD AT WAR #50

Scheduled to ship in August 2016.

DCG WAW-50\$60.00

DEX PROTECTION



THE DEX BINDER 9

Scheduled to ship in March 2016.

- BLACK** DEX DB9001\$25.00
- BLUE** DEX DB9003\$25.00
- GREEN** DEX DB9006\$25.00
- PINK** DEX DB9002\$25.00
- PURPLE** DEX DB9005\$25.00
- WHITE** DEX DB9004\$25.00



BASELINE DECKBOXES

Scheduled to ship in March 2016.

- BLACK** DEX BL001\$6.00
- BLUE** DEX BL002\$6.00
- GREEN** DEX BL003\$6.00
- RED** DEX BL004\$6.00



CREATION LINE DECKBOXES

Scheduled to ship in March 2016.

- BLACK LARGE**
DEX CLBL001\$20.00
- BLACK SMALL**
DEX CLBL003\$10.00
- BLUE LARGE**
DEX CLBU001\$20.00
- BLUE MEDIUM**
DEX CLBU002\$15.00
- BLUE SMALL**
DEX CLBU003\$10.00
- BROWN LARGE**
DEX CLBR001\$20.00
- BROWN MEDIUM**
DEX CLBR002\$15.00
- BROWN SMALL**
DEX CLBR003\$10.00
- PINK LARGE**
DEX CLPI001\$20.00
- PINK MEDIUM**
DEX CLPI002\$15.00
- PINK SMALL**
DEX CLPI003\$10.00
- PURPLE LARGE**
DEX CLPU001\$20.00
- PURPLE MEDIUM**
DEX CLPU002\$15.00
- PURPLE SMALL**
DEX CLPU003\$10.00
- WHITE LARGE**
DEX CLWH001\$20.00
- WHITE MEDIUM**
DEX CLWH002\$15.00
- WHITE SMALL**
DEX CLWH003\$10.00



PROLINE DECKBOXES

Scheduled to ship in March 2016.

- BLACK LARGE**
DEX PLL001\$35.00
- BLACK SMALL**
DEX PLS001\$30.00
- BLUE LARGE**
DEX PLL002\$35.00
- BLUE SMALL**
DEX PLS002\$30.00
- GREEN LARGE**
DEX PLL004\$35.00
- GREEN SMALL**
DEX PLS004\$30.00
- GREY SMALL**
DEX PLS005\$30.00
- GREY LARGE**
DEX PLL005\$35.00
- PURPLE LARGE**
DEX PLL003\$35.00
- PURPLE SMALL**
DEX PLS003\$30.00
- RED LARGE**
DEX PLL006\$35.00
- RED SMALL**
DEX PLS006\$30.00



SAFARI LINE CROCODILE

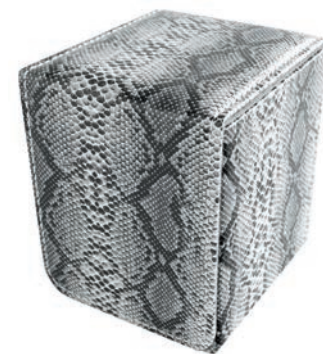
Scheduled to ship in March 2016.

- LARGE** DEX SLCR001\$30.00
- MEDIUM** DEX SLCR002\$20.00
- SMALL** DEX SLCR003\$15.00

SAFARI LINE PYTHON

Scheduled to ship in March 2016.

- LARGE** DEX SLPY001\$30.00
- MEDIUM** DEX SLPY002\$20.00
- SMALL** DEX SLPY003\$15.00



DRINKING QUEST



DRINKING QUEST: JOURNEY INTO DRAUGHT

Game Night Just Gained a Level! *Drinking Quest* features all the staples of a classic fantasy roleplaying game - but the stakes are higher! If your character dies in the game, you have to chug your drink in real-life to bring them back to life! There's a "One Drink Per Quest" limit, so it's a drinking game you can actually finish! So, grab your chainmail, sword, goblet, and favorite bar maid for *Drinking Quest*! A new edition of *Drinking Quest, Journey into Draught* is foaming at the brim with a flagon-full of new content, complete with a collectible coin token and a cloth map. Scheduled to ship in July 2016.
DRQ 00J\$30.00

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FANTASY FLIGHT GAMES



COLD WAR: CIA VS KGB

Cold War: CIA vs KGB places two players in control of the world's greatest superpowers in an age of fear. In this tense, standalone card game of politics, guerrilla warfare, and dirty tactics, each player must establish the dominance and superiority of his country's worldview while bringing about his own vision of the future. Scheduled to ship in July 2016.

FFG CW03.....\$14.95



STAR WARS ARMADA: REBEL TRANSPORTS EXPANSION PACK

The *Rebel Transports Expansion Pack* introduces a flotilla of GR-75 medium transports to your games of *Star Wars: Armada*. In addition to its flotilla, which you can field as either a pair of GR-75 Combat Retrofits or GR-75 Medium Transports, the *Rebel Transports Expansion Pack* introduces eight upgrades, four of which feature the utilitarian Fleet Support icon. The *Rebel Transports Expansion Pack* contains two GR-75 medium transport miniatures, two ship cards, eight upgrades, one rules reference card, and all necessary components. Scheduled to ship in July 2016.

FFG SWM19.....\$19.95



WARHAMMER 40K CONQUEST LCG: SLASH AND BURN WAR PACK

The Warp has broken into realspace above a jungle-covered Death World! Now, *Slash and Burn*, the third War Pack in the *Death World Cycle*, invites you to continue the battle in your games of *Warhammer 40,000: Conquest*. A new keyword - Deep Strike - gives your units, attachments, and events the ability to stealthily enter the battlefield, only revealing their presence seconds before battle is joined. You'll also find additional support for Elite units to make them even more dangerous and a new warlord for the Astra Militarum faction. Scheduled to ship in July 2016.

FFG WHK18.....\$14.95

SPOTLIGHT ON



ELDRITCH HORROR: SIGNS OF CARCOSA EXPANSION

Confront the maddening influence of the Unspeakable One in *Signs of Carcosa*, the latest expansion for *Eldritch Horror*. In *Signs of Carcosa*, you'll find Hastur entering the game as a new Ancient One, spreading insanity and dissension. Against this foul abomination from Aldebaran, four new investigators join the fight to save the world. Plus, a host of new Encounter cards for every continent ensures that fresh adventures are just around the next street corner, even as a wealth of new conditions, spells, assets, artifacts, and Mythos cards draws you deeper into a world of madness and fear. Scheduled to ship in July 2016.

FFG EH06.....\$24.95

SPOTLIGHT ON



A GAME OF THRONES LCG: 2ND EDITION - CALLED TO ARMS CHAPTER PACK

The banners have been called in the War of the Five Kings! Before long, great armies will march onto the field of battle, while subtle intrigues decide the fates of countless others. In *Called to Arms*, the second Chapter Pack in the *War of Five Kings Cycle* for *A Game of Thrones: The Card Game*, a new King version of Balon Greyjoy challenges all enemies of the Iron Isles, and you'll find other recognizable characters like Dolorous Edd and Shae entering the game for the first time. This Chapter Pack also continues to focus on the seasons of Westeros with two new agendas. Scheduled to ship in July 2016.

FFG GT10.....\$14.95



STAR WARS LCG: A WRETCHED HIVE FORCE PACK

There is opposition between order and chaos, between the physical and the intellectual, between those who stand alone and those who work with their friends. Take these oppositions into the *Star Wars* galaxy with *A Wretched Hive*, the second Force Pack of the *Opposition Cycle* for *Star Wars: The Card Game*. In *A Wretched Hive*, you'll discover more characters from *Star Wars: Rebels* entering the game, including Agent Kallus and Zeb Orrelios, alongside recognizable scum like Dr. Evazan and Ponda Baba. Scheduled to ship in July 2016.

FFG SWC32.....\$14.95



WARHAMMER 40K CONQUEST LCG: UNENDING WAR PLAYMAT

Span the battleground between two players with the *Unending War Two-Player Playmat* for *Warhammer 40,000: Conquest*. This massive 26" by 36" natural rubber playmat provides a clean, stylish playing surface and features clearly marked places for planet cards, both players' decks, headquarters zones, victory displays, and plenty of room for battling units. Scheduled to ship in May 2016.

FFG FFS72.....PI



STAR WARS ARMADA: IMPERIAL ASSAULT CARRIERS EXPANSION PACK

Coordinate your *Star Wars: Armada* fleet with the flotilla of Gozanti-class cruisers from the *Imperial Assault Carriers Expansion Pack*! With just one die in their left, right, and forward battery armaments, and no dice to fire from their rear arcs, your flotilla of Imperial assault carriers will not intimidate your opponent into surrender, but it more than makes up for its minimal firepower with its Fleet Support upgrades, which allow you to coordinate and support your fleet more effectively than ever! The *Imperial Assault Carriers Expansion Pack* contains two Gozanti-class cruiser miniatures, two ship cards, eight upgrades, one rules reference card, and all necessary components. Scheduled to ship in July 2016.

FFG SWM18.....\$19.95



WARHAMMER 40K CONQUEST LCG: UNFORGIVEN WAR PACK

In the jungles of Nectavus VI, a fearsome Dark Angels psyker leads his battle-brothers through a gauntlet of death! In *Unforgiven*, the second War Pack in the *Death World Cycle* for *Warhammer 40,000: Conquest*, you'll find plenty of support for the new Deep Strike keyword, plus new support for each faction's Elite units and a new Space Marines warlord and a signature squad. Scheduled to ship in July 2016.

FFG WHK17.....\$14.95

FRANK TIANO ENTERPRISES



ZAP A GAP SINGLE USE CA+ (5, 0.01 OZ. TUBES)

Scheduled to ship in April 2016.

FT PT-105\$4.99

FROG GOD GAMES



PATHFINDER RPG: NORTHLANDS SAGA - COMPLETE PLAYER'S GUIDE

Included in the *Northlands Saga Complete Player's Guide* are new PC races, class options, and equipment, plus eight pre-generated characters making use of some of these new characters rules and six new Tales of the Last Lands stories set in the Northlands that give examples of the kinds of adventures and attitudes that the players are likely to find in the *Northlands Saga* setting. Scheduled to ship in May 2016.

PZO FGGNLSG\$17.95

PATHFINDER RPG: NORTHLANDS SAGA - THE LONG WINTER NIGHT

This series of *Pathfinder*-compatible adventures takes place in the frozen north, where men are men, beer is ale, and monsters are, well, scary! Heroes will fight evil in the cold lands, sail the treacherous, ice-filled oceans where sea monsters swallow ships and crews, and feast in fire-lit halls with Vikings! Scheduled to ship in May 2016.

PART 1 - WINTER'S TEETH

PZO FGGNLS01PF\$13.95

PART 2 - THE RAID

PZO FGGNLS02PF\$13.95

PART 3 - THE DROWNED MAIDEN

PZO FGGNLS03PF\$13.95

PART 4 - OATH OF THE PREDATOR

PZO FGGNLS04PF\$13.95

PART 5 - THE HIDDEN HUSCARL

PZO FGGNLS05PF\$13.95

PART 6 - ONE NIGHT IN VALHALLA

PZO FGGNLS06PF\$13.95

GALE FORCE NINE



STAR TREK: ASCENDANCY

The fate of the galaxy is in your hands in *Star Trek: Ascendancy*, a strategy board game of exploration, expansion, and conflict in the *Star Trek* Universe. Drawing on 50 years of *Star Trek* history, *Ascendancy* allows you to control the great civilizations of the galaxy - United Federation of Planets, the Klingon Empire, and the Romulan Star Empire - striking out from your home worlds to expand your influence and grow your civilization. Will you journey for peace and exploration - or travel the path of conquest and exploitation? You can command starships, establish space lanes, construct starbases, discover interstellar phenomena, gather resources, and establish dominance in various star systems through diplomacy - or war. *Star Trek: Ascendancy* features more than 200 plastic miniatures and 30 space systems representing some of the *Star Trek* galaxy's most notable planets and locations. Scheduled to ship in July 2016.

GF9 ST001\$99.99



TANKS: PRIPYAT MARSH GAME MAT 36" X 36"

Scheduled to ship in August 2016.

GF9 TANKS23\$39.99

TANKS: TERRAIN PACK (5)

Scheduled to ship in August 2016.

GF9 TANKS26\$9.99

GAMES WORKSHOP

CITADEL



'ARD CASE

This durable, water-proof, and airtight case comes with three sets of foam and features padlock holes for added security.

GAW 60-42\$135.00



AIR PAINT SET

This set of 20 of the most popular Citadel Air Paints includes Caliban Green, Warboss Green, Castellan Green, Elysian Green, Steel Legion Drab, Karak Stone, Kislev Flesh, Ushabti Bone, Mephiston Red, Troll Slayer Orange, Averland Sunset, Flash Gitz Yellow, Dawnstone, White Scar, The Fang, Macragge Blue, Mournfang Brown, Tau Light Ochre, Relictor Gold, and Ironbreaker.

GAW 60-45\$75.00

ARTIFICER BRUSHES

Perfect for edge highlighting and painting details.

MEDIUM

GAW 63-29\$26.00

SMALL

GAW 63-28\$23.00

BUILD AND PAINT SET

This *Build and Paint Set* contains a Citadel Starter Brush, Citadel Cutters, Citadel Plastic Glue, and 13 Citadel paints in 3ml pots (Abaddon Black, Ceramite White, Bugmans Glow, Zandri Dust, Waaagh! Flesh, Balthasar Gold, Macragge Blue, Mephiston Red, Averland Sunset, Mournfang Brown, Leadbelcher, Agrax Earthshade, and Armageddon Dust textured paint).

GAW 60-41-60\$33.00



WARHAMMER 40K



ANGELS OF DEATH (CODEX SUPPLEMENT)

This *Codex: Space Marines* supplement features 14 Formations and a brand-new Detachment for all Space Marine armies, plus new psychic disciplines and datasheets for using the *Betrayal at Calth* miniatures in games of *Warhammer 40,000*.

GAW 48-97-60\$33.00

BLACK LEGION SUPPLEMENT

Featuring comprehensive background on Abaddon's Black Crusade, this supplement for *Codex: Chaos Space Marines* contains Warlord Traits, Hellforged Artefacts, and new Formations, plus Altar of War and Echoes of War missions and new Tactical Objectives.

GAW 43-98-60\$33.00



CHAOS SPACE MARINES TERMINATOR LORDS CADRE

GAW 43-33\$60.00



CHAOS SPACE MARINE CULTISTS ASSAULT

GAW 43-32\$48.00



CRIMSON SLAUGHTER SUPPLEMENT

Featuring comprehensive background on the origins of the Crimson Slaughter and the battles that they fight, this supplement for *Codex: Chaos Space Marines* contains Warlord Traits, Relics of the Crimson Slaughter, and new Formations, plus Altar of War and Echoes of War missions and new Tactical Objectives.

GAW 43-03-60\$33.00



IMPERIAL KNIGHTS: RENEGADE

This miniatures game pits two Imperial Knights - one Imperial the other a treacherous Renegade - in a pitched battle to the death! Contents include an Imperial Knight Warden and an Imperial Knight kit, plus a Sanctum Imperialis scenery kit to fight over, a rules booklet, reference sheets, and three missions, as well as a Renegade Knight datasheet and a new Detachment for using them in games of *Warhammer 40,000*.

GAW REN-60\$195.00



PSYCHIC POWERS: ADEPTUS ASTARTES

Featuring 28 large-format psychic power cards, this *Warhammer 40,000* supplement introduces brand-new psychic disciplines for all Space Marine Librarians (including Blood Angels, Dark Angels, Deathwatch, and Grey Knights) and Space Wolves Rune Priests.

GAW 48-95-60\$16.50



SPACE MARINE COMPANY COMMAND

GAW 48-51\$50.00



SPACE MARINE HEROES

GAW 48-49\$50.00



SPACE MARINE TERMINATOR COMMAND

GAW 48-52\$60.00

WARHAMMER



ASPIRING DEATHBRINGER WITH GOREAXE

GAW 83-38\$30.00



EXALTED DEATHBRINGER WITH IMPALING SPEAR

GAW 83-36\$30.00



GRAND ALLIANCE: ORDER

Reclaim the Mortal Realms! The gates of Azyrheim are cast wide open, and the heroic forces of Order march forth to loosen the iron grip of Chaos that blights the Mortal Realms. From the Free Peoples to the Fyreslayers, each warrior is determined and strong - whatever their motives, each wishes to see their lands returned to the verdant glory of times much missed. Leading the charge are the glittering Stormcast Eternals and their Extremis Chamber, with their unlikely allies the seraphon, hardy duardin, aelfs, and Devoted of Sigmar follow in their blazing path. The war for the realms has begun! This indispensable guide to the armies and factions of Order at the dawn of the Age of Sigmar takes players through the forces of Order with Warscrolls for every miniature, extensive information on the twenty-one factions, nineteen Warscroll Battalions, and a selection of sample armies to help you mix and match your collection into a heroic fighting force - or provide inspiration for your next steps into the world of *Warhammer Age of Sigmar*.

GAW 80-12-60\$35.00



REALMGATE WARS 3: GODBEASTS

Fight in the deadly battles that rage between the forces of Chaos, Death, Order, and Destruction as the Everchosen seeks to gain dominion over the mysterious Godbeasts that dwell in the realms and use them to assault Sigmaron itself!

GAW 80-09-60\$65.00

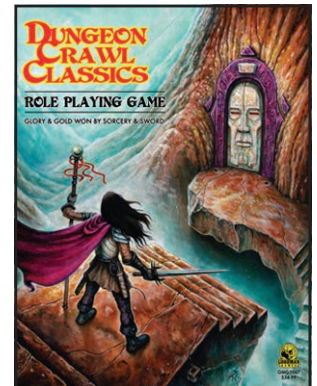


SLAUGHTERPRIEST WITH HACKBLADE

GAW 83-37\$30.00

VISIONS ISSUE 28 MAY 2016
GAW WV28-60\$12.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: CORE RULES

You're not a hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them. Return to the glory days of fantasy with the *Dungeon Crawl Classics Roleplaying Game*. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery. Fast play, cryptic secrets, and a mysterious past await you: turn the page... Scheduled to ship in August 2016.

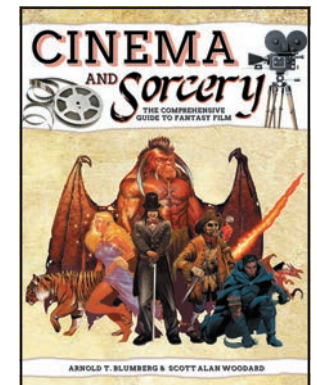
LIMITED EDITION WIZARD

IMP GMG5070U\$29.99

SOFTCOVER EDITION

IMP GMG5070T\$24.99

GREEN RONIN PUBLISHING



CINEMA AND SORCERY: THE COMPREHENSIVE GUIDE TO FANTASY FILMS

From the dawn of feature films, fans - be they artists, gamers, visionaries, writers, or dreamers - have drawn inspiration from the big screen. Now, between the covers of *Cinema and Sorcery*, embark on a decades-long journey through time from the earliest days of sword & sorcery films up to the present day. Learn the who, the what, the where, and the how of your favorite fantasy movies. Fifty films are covered in great detail, followed by shorter entries for every fantasy film we could find. So turn up your Krull soundtrack, slip into your *Labyrinth* t-shirt, and brush up on your *Princess Bride* quotes, this is *Cinema and Sorcery: The Comprehensive Guide to Fantasy Film*! Scheduled to ship in June 2016.

GRR 4003\$29.95



ANIMAL UPON ANIMAL: SMALL AND YET GREAT

Oh, dear! This animal pyramid is a really wobbly business! Only the player with nimble fingers, who can skillfully stack the animals on each other, will win in this daring dice duel! Scheduled to ship in July 2016.

HAB 5645\$7.49



KEEP IT STEADY

Toss the colorful die to find out which color stick to pull out of the ring...but, Keep It Steady, lest they all come tumbling down! Scheduled to ship in July 2016.

HAB 4415\$19.99



MY VERY FIRST GAMES: FLOWER FAIRY

It's springtime in the land of fairies! Flower fairy Rosalina flits all over the place, scattering her magic dust, and already the flowers near the pond and on the meadow are beginning to bud. Help Rosalina care for the flowers and together make sure the new flowers flourish in this cooperative stacking and color-matching game. Scheduled to ship in July 2016.

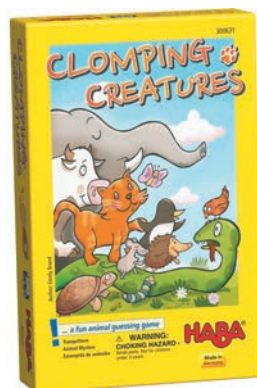
HAB 300630\$29.99



ROX

In ROX, only the quickest Druid will be able to put the symbols of the individual elements in the correct order and restore the natural flow of earth, water, fire, air, and magic. If you manage to sequence the elements fast enough and they pass the test of the magic eye, you will win the wild Druidic contest! Scheduled to ship in July 2016.

HAB 300632\$7.49



CLOMPING CREATURES

The snake cheerfully creeps along - but, suddenly, someone trudges down her back! Whose feet were those? Players mimic the animals' movements using their fingers and hands on the backs of other players in this fun animal guessing game. Scheduled to ship in July 2016.

HAB 300631\$11.99



THE LITTLE ORCHARD

The pesky crow is back and wants to steal the ripe cherries from the orchard. Will the children be able to harvest them before the raven reaches the tree in *The Little Orchard*? Scheduled to ship in July 2016.

HAB 3147\$24.99



MY VERY FIRST GAMES: LILLI'S FAVORITE CLOTHES

What do Lilli and her friends want to wear today? Be it a skirt or shorts, a blouse or shirt, sneakers or ballet slippers. Inside Lilli's wardrobe players will find the most amazing clothes. But are the socks in the drawer or the wardrobe? Scheduled to ship in July 2016.

HAB 300176\$24.99



SILLY SHENANIGANS

In Toy Wonderland, teddy bears and rocking horses grow on trees! We sprites are crazy about toys and swipe everything we can get our hands on. All you have to do is stretch out your hand and take what you want! Try to collect toys in different shapes and colors in this crazy tactile memory game. Scheduled to ship in July 2016.

HAB 301775\$19.99



FIRE DRAGON

After a thousand years, the mighty volcano Rubino is once again on the brink of an eruption! The dragon riders can hardly wait, as according to ancient legend, precious dragon rubies will burst out of the volcano. Move around the volcano and collect the most precious dragon rubies to go down in history as the invincible dragon rider in *Fire Dragons*! Scheduled to ship in July 2016.

HAB 7124\$39.99



MINI THE LITTLE ORCHARD

Ripe, crunchy cherries, juicy apples, sweet pears, and luscious plums are hanging on the trees. The bold raven knows the fruit is ripe. Therefore, the fruit must be harvested quickly before the raven can snatch them! Scheduled to ship in July 2016.

HAB 2539\$14.99



MIX AND MATCH ROBBERS

The Mix & Match Robber rascals are disrupting the forest, and Commissioner Badger desperately needs your help! It's not so easy telling 27 mysterious figures apart. But the player with a quick, keen eye can catch most of the scoundrels and become Honorary Commissioner of the Forest Police Force! Scheduled to ship in July 2016.

HAB 300533\$7.49



PHAROAH'S GULO GULO

Watch Out For The Mummy Trap! A long time ago, the Pharaoh Anopheles was cursed. Since then, his mummy has restlessly roamed the dark corridors of the pyramid, scaring away anyone who dares intrude, and obstructing the path to the burial chamber with traps and boulders. Will you be the first to reach the Pharaoh's sarcophagus and free the mummy of the curse - and his treasure? Scheduled to ship in July 2016.

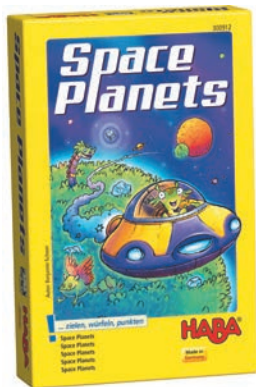
HAB 300629\$39.99



SLEEPY CASTLE

The castle is quiet in the dead of night. All of the residents are fast asleep, oblivious of the nimble robber sneaking around the walls. Fortunately, the guardians of the legendary castle's treasure don't sleep - or, perhaps, they do... just for a moment? When a light-fingered thief catches two guards nodding off, he can steal the treasure that they're supposed to guard. You have to uncover the right sleepyhead chips before the hunt for the precious treasure coins can begin in this memory game for crafty thieves. Scheduled to ship in July 2016.

HAB 301774\$11.99



SPACE PLANETS

The final frontier of space... and you're in your spaceship in the middle of it, exploring distant planets and galaxies. Send your probe out and travel to an unknown planet on an adventurous exploration. But, always make sure that you have enough fuel crystals powerful enough to reach your destination. Whoever collects the most stars will be the bravest space explorer in the whole galaxy in this dice and discovery game! Scheduled to ship in July 2016.

HAB 301773\$11.99



TITUS TENTACLE

Calling all Pirates and Buccaneers! Set sail for a faraway island said to hold a hidden treasure of immense wealth. But, beware! A giant octopus is guarding it! Every day, Titus Tentacle scares off the brazen, little pirate monkeys who are out to steal his gold coins. Be careful to sail clear of his tentacles, because if he catches you, he'll knock everything over within his reach. The first player to collect three coins from treasure island claims the title of King of the Pirates in this wildly turbulent dice game. Scheduled to ship in July 2016.

HAB 301366\$29.99



UGAH UGAH!

Can you hear the growling stomachs of the two Stone Age hunters, Bone Breaker and Mammoth Masher? From juicy mammoths and dangerous dinosaurs, to thick lizards and useless bones, they're off to roam the wilderness foraging for food in this dice game of hungry hunter-gatherers. Scheduled to ship in July 2016.

HAB 300967\$14.99

IDW GAMES



ARCAINE ACADEMY

Challenge rival students to become the best in class in *Arcane Academy*, an innovative board game of tile-linking wizardry that pits young spellcasters against one another in a duel for honor and prestige. Forge potent magic items and wield wickedly powerful elemental energies to outthink and outmaneuver your opponents!

IDW 01105\$39.99



THE GODFATHER: A NEW DON

A dice-rolling, area control game, players in *Godfather: A New Don* use their individual dice pools to claim different neighborhoods from the boroughs of 1950's New York. However, the active Don can use his muscle to make each player an "offer they can't refuse" at the beginning of each turn, forcing players to choose between the Don's favor - or his wrath! Power and control of the city swing quickly and violently in this 60-minute war for the throne!

IDW 01082\$49.99



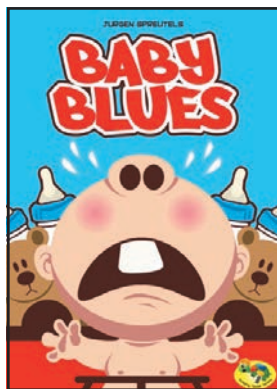
TEENAGE MUTANT NINJA TURTLES: SHADOWS OF THE PAST

In *Teenage Mutant Ninja Turtles: Shadows of the Past*, a miniatures combat, scenario-driven campaign game that features story content from IDW's *TMNT* comic, players take on the role of their favorite Turtle or the ultimate villain Shredder, battling their way through a series of missions in which they develop their characters' strengths, fighting styles, and equipment along the way to create a lasting story arc. Fan-favorite characters like Casey Jones and Alopex appear throughout the missions as the Turtles call on their closest allies for help in battling their deadliest foes. Designed by premiere game designer Kevin Wilson (*Descent*, *Arkham Horror*) and featuring more than 40 sculpted miniatures, 12 unique maps, and over 100 cards

showcasing all-new original artwork, *Teenage Mutant Ninja Turtles: Shadows of the Past* is the definitive *TMNT* gaming experience!

IDW 00929\$89.99

INDIE BOARDS & CARD



BABY BLUES

In *Baby Blues*, players are employees in a daycare center tasked with the caretaking of babies, keeping them happy, entertained, and not crying! Scheduled to ship in August 2016.

PSI IBCBBB1\$19.99



COUP: REBELLION G54 - ANARCHY EXPANSION

An exciting expansion for *Coup: Rebellion G54*, *Anarchy* introduces six additional roles (Anarchist, Arms Dealer, Financier, Paramilitary, Plantation Owner, and Socialist), as well as the new Social Media general action. Scheduled to ship in August 2016.

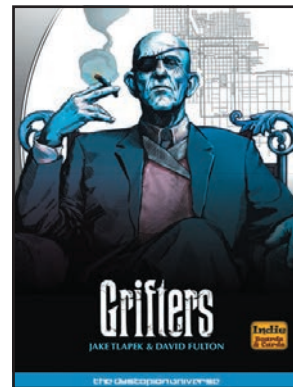
PSI IBCG54A1\$11.99



DON'T MESS WITH CTHULHU

A social deduction game with secret identities, players in *Don't Mess with Cthulhu* are either Investigators trying to keep Cthulhu from waking and controlling the world, or Cultists that want to bring the world to a disturbing end. Scheduled to ship in August 2016.

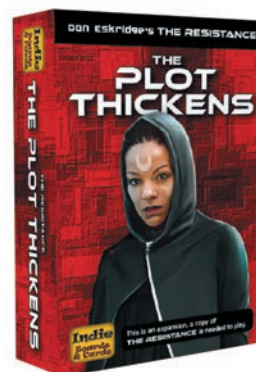
PSI IBCDMWC1\$14.99



GRIFTERS

In *Grifters*, players take on the role of powerful crime bosses, building their criminal organizations by carefully recruiting new operatives with specialized skills and directing their team's nefarious deeds. Scheduled to ship in August 2016.

PSI IBCGRF1\$24.99



THE RESISTANCE: THE PLOT THICKENS EXPANSION

This expansion introduces three new ways to play *The Resistance* - *The Plot Thickens*, *Rogue*, and *Sergeant* - and includes a full set of replacement Character & Mission cards and new Mission tracking tokens. Scheduled to ship in August 2016.

PSI IBCRESPT1\$11.99

IRON WIND METALS

CLASSIC BATTLETECH

Scheduled to ship in August 2016.

GAUNTLET GTL-10 PRIME MECH (TRO 3145/3150)

IWM 20-5137\$13.50

HOUND HD-2F MECH (TRO 3145/3150)

IWM 20-5136\$15.95

**TRISKELION TRK-4V TRIPOD
CLASS MECH (TRO 3145/3150)**
IWM 20-5138\$17.25

**VANDAL LI-O PRIME MECH (TRO
3145/3150)**
IWM 20-5135\$14.75

KENZER & COMPANY

**KNIGHTS OF THE
DINNER TABLE # 235**
Scheduled to ship in August 2016.
KEN 235\$5.99

KONAMI DIGITAL ENTERTAINMENT



**YU-GI-OH! TCG:
2016 MEGA-TINS CASE (12)**
Paving the way for next year's Yu-Gi-Oh! The Dark Side of Dimensions feature film, this year's 2016 Mega-Tins put the original Duelists, Yugi and Kaiba, front and center alongside their legendary Egyptian God Cards - Slifer the Sky Dragon and Obelisk the Tormentor! Featuring popular cards from 2015-2016 booster sets *Crossed Souls*, *Clash of Rebellions*, *Dimension of Chaos*, and *Breakers of Shadow*, each Mega-Tin comes with six variant cards, including two Ultra Rare variants of Yugi/Kaiba themed cards, three Super Rare variant cards, and three 16-card Mega-Packs. Offered in 12-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82862-D\$239.88



**YU-GI-OH! TCG: RISE OF
THE TRUE DRAGONS
STRUCTURE DECK DISPLAY (8)**
Celebrate the high-level Dragon strategy pioneered by Seto Kaiba in the original Yu-Gi-Oh! animated TV series with *Rise of the True Dragons*! This Structure Deck for the Yu-Gi-Oh! Trading Card Game introduces new high-Level Dragons that banish opposing cards when Summoned, and gain more Attack Points for each card they banish. Also included are new Dragon devotee monsters and a new Spell Card that Summons any Level 7 or 8 Dragon directly from the Graveyard - with no restrictions, drawbacks, or limitations! Each *Rise of the True Dragons* Structure Deck contains a 41-card, preconstructed Deck, plus a new Dragon Token Card celebrating over a decade of devotion to Duelists' Dragon Decks! Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82789-D\$79.92

LEGION SUPPLIES



3 WOLF MOON
Scheduled to ship in May 2016.
DECK BOX
LGN BOX054PI
DOUBLE MATTE ART SLEEVES (50)
LGN MAT054PI
PLAYMAT
LGN PLM054PI



**DRAGON HIDE 4
POCKET BINDER GREY**
Scheduled to ship in May 2016.
LGN BN4DHEPI



**ELDER DRAGON GREY
HIDE BINDER**
Scheduled to ship in May 2016.
LGN BN9DHEPI
HOARD DECK BOX
LGN BOX457PI
VAULT BOX
LGN EDB123PI



EPIC STANDARD SLEEVES (60)
Scheduled to ship in May 2016.
LGN EPC983PI

EPIC 400 COUNT CARDBOX
Includes 240 gloss sleeves, 4 dividers,
1 "Keira, Wolf Caller" promo card
Scheduled to ship in May 2016.
LGN EPC985PI



EPIC DECK BOX
Includes 60 gloss sleeves, 1 Divider,
1 "Keira, Wolf Caller" promo card
Scheduled to ship in May 2016.
LGN EPC984PI



ICONIC GEAR
Scheduled to ship in May 2016.
DECK BOX
LGN BOX131PI
PLAYMAT
LGN PLM131PI
SUPER DOUBLE MATTE ART SLEEVES (50)
LGN MAT131PI

LEVEL 99 GAMES



DRAGON PUNCH
Take it Anywhere, Play it Anywhere!
Ready to Fight? Dragon Punch is a super-
fast, ultra-portable, two-player card game
that plays just like your favorite fighting
games - it's all about trying to outwit your
opponent with the timing and positioning
of your attacks and defenses. Dragon
Punch doesn't require a table or other
surface to play, and the tiny wallet fits right
in your pocket.
IMP L99DP001\$15.00



MILLENNIUM BLADES
In a world very much like our own, *Millennium Blades* is the world's most popular collectible card game. Continuously in print for more than a thousand years, the game has seen thousands of expansions and billions of cards. Players from around the world seek to become world champions by mastering duels and collecting the game's rarest and most coveted cards. Still others live by the game, building financial empires by dealing, speculating, and trading in the aftermarket. Many are content simply to play for fun and meet new friends. Your very own Millennium Blades Legend is about to unfold! What will be your path to glory? With your starter deck in hand and a dream in your heart, the time has come to step boldly into the world of *Millennium Blades*!
IMP L99MB001\$80.00

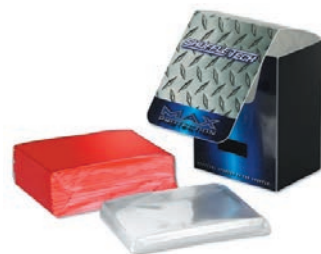
LOONEY LABS



PYRAMID ARCADE
Pyramid Arcade is a complete boxed
set of 22 of the best games for the
Looney Pyramids. Scheduled to ship in
September 2016.
LOO 074\$77.00

MAX PROTECTION

DECK BOX



**DOUBLE SLEEVING
KIT SHUFFLE-TECH**
Comes with 100 Shuffle-Tech sleeves, 100
Perfect Fit sleeves, and a durable deck
box. Scheduled to ship in January 2015
BLACK
MAX 7050LSTBLPI
GREEN
MAX 7050LSTGRPI
RED
MAX 7050LSTRDPI
REFLEX BLUE
MAX 7050LSTRBPI
WHITE
MAX 7050LSTWHPI

FLAG SERIES: USA (15)

MAX 100LUSA PI

HASTA LA VISTA BABY

MAX 7060LHV PI

SLEEVES (50)**FIGHTING DRAGONS (DISPLAY 8)**

MAX 7060LFDR PI

PROTECTOR OF THE WU DANG (50)

MAX 7060LYYD PI

SHUFFLE-TECH**CRIMSON RIDER (50)**

MAX 7060LCSR PI

SHUFFLE-TECH**ANOTHER ROUGH DAY (50)**

MAX 7060LNRD PI

**MAYFAIR GAMES****FEATURED ITEM****AGRICOLA****AGRICOLA FAMILY EDITION**

In this fun, casual, *Family Edition* of *Agricola*, players use the actions and tiles to grow their farm and livestock, minus the card play from the standard game. Scheduled to ship in August 2016.

MFG 3514 PI

FEATURED ITEM**COSTA RICA**

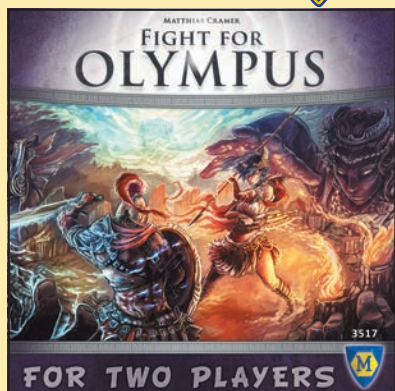
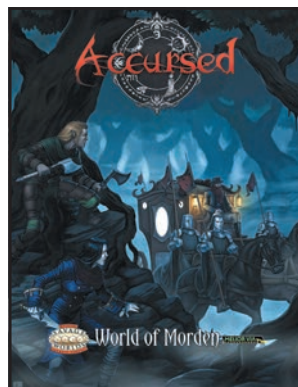
Welcome to Costa Rica! This land is renowned for its rich diversity of insects and animals, and you are part of several teams exploring and cataloging the wildlife in this rainforest paradise. Will your team of researchers find the most animals and earn the greatest reputation? Scheduled to ship in June 2016.

MFG 4140 PI

FEATURED ITEM**FIGHT FOR OLYMPUS**

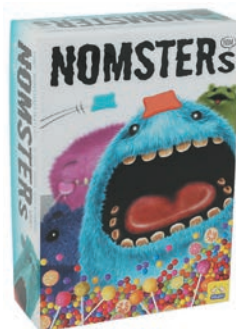
In *Fight For Olympus*, players use the soldiers, heroes, and demigods of Greek mythology to battle their opponent. By playing cards to take control of locations, you can increase your capabilities and inch closer to victory. Strive for a military victory or overwhelm your opponent by controlling all of the locations on the board. Win an exciting duel and become the master of the Greek pantheon! Scheduled to ship in June 2016.

MFG 3517 PI

**MELIOR VIA****SAVAGE WORLDS RPG: ACCURSED - WORLD OF MORDEN**

Tyrant Witches control Morden! In the World of Morden, the forces of evil triumphed. The six great nations lost the Bane War to the Witch Council, their armies shattered. Now, Witches rule the land - but, their Grand Coven has been sundered. The remnants of their massive army include captured citizens of the conquered nations who fought as the Witches' shock troops. These soldiers became Accursed: Witchmarks burned into their flesh and souls transformed men and women into monstrous forms. Unable to return to their former lives, the Accursed wander the land, giving aid to those in need in an attempt to atone for past sins. *Accursed: World of Morden* expands upon the background material presented in the *Accursed Setting Book*, providing new background rules, new banes to battle, and new places to explore. Scheduled to ship in July 2016.

S2P MLV21512 \$40.00

MINDTWISTER USA**NOMSTERS**

Scheduled to ship in April 2016.

MTW NOM01 \$19.99

**PENTAGO COLOR**

Scheduled to ship in April 2016.

MTW PMCD01 \$19.99

**PENTAGO JUNIOR**

Scheduled to ship in April 2016.

MTW PJRCOL \$19.99

MINION GAMES**SUN MOON & STARS**

Spirit animals chase the Sun, Moon, & Stars seeking fulfillment in this fast-playing game of deduction. Wolf hunts Deer, while Deer flees and hides. Owl is the wise one, above the pursuits of Wolf and Deer. But, sowing discord is Serpent, who conspires to put one above the others or see that none are fulfilled. Who will master the Sun, Moon, & Stars?

IMP MNISMS100 \$9.99

MODIPHIUS**THUNDERBIRDS: TRACY ISLAND**

Alert on Tracy Island! Tin-Tin, Brains, and Parker, report for action! There are new disasters to face and we will need the Ladybird Jet, FAB 2, and Brains' upgraded pod vehicles to once again thwart the Hood! An expansion for the *Thunderbirds Co-operative Board Game*, *Tracy Island* includes new cards, playable characters, machines, and models of 14 pod vehicles designed to help International Rescue avert new disasters and save lives. Scheduled to ship in August 2016.

IMP MUH050087 \$34.99

MONTE COOK GAMES**NUMENERA RPG:****CHARACTER OPTIONS 2**

Character Options introduces over 50 new foci and descriptors for use with *Numenera*. Scheduled to ship in August 2016.

PSI MCG088 \$29.99

**NUMENERA RPG: TORMENT
- TIDES OF NUMENERA - THE
EXPLORER'S GUIDE HARDCOVER**

Numenera's Ninth World is a fantastic vision of a world in which hyper-advanced civilizations have risen and fallen and left their inventions behind. Their achievements became part of the accumulated detritus of eons - and now this assortment of ancient power is there for the taking! One of the denizens of the Ninth World has discovered a way to use the numenera to grow strong, cheat death, and skip across the face of centuries in a succession of bodies. But, he discovers an unexpected side effect: You! Set in the world of Monte Cook's roleplaying game setting *Numenera*, *Torment: Tides of Numenera* is a game of deep reactivity and immersion into a new and strange vision. You will chart a course through bizarre landscapes, across the face of a vastly different world. You will face adversaries who harness incomprehensible powers, and who will ultimately force you to face yourself and answer the question: What does one life matter? Scheduled to ship in August 2016.

PSI MCG040\$39.99

**MUTHA OITH
CREATIONS**

**SAVAGE WORLDS
RPG: LOW LIFE
MINIATURES**

Scheduled to ship in April 2016.



TOLZOX'ZZ FLEW

S2P MOC40015A\$9.95



ZZZNZ'HUNZ FLEW

S2P MOC40015B\$9.95

**SAVAGE WORLDS
RPG: LOW LIFE
MINIATURES**

Scheduled to ship in July 2016.

BLOR-PURPLE

S2P MOC40030\$9.95

**THE RISE OF THE LOWLY
HEAP OF CREEPS SET II**

S2P MOC21001\$19.95

ONE SMALL STEP

ARES MAGAZINE: ISSUE 03

Scheduled to ship in July 2016.

S2P OSSARES003\$30.00



**FOLIO SERIES NO. 8 -
FALL OF BERLIN**

Starting on January 12, 1945, the Red Army breached the German front as a result of the Vistula-Oder Offensive and advanced westward as much as 25 miles a day through East Prussia, Lower Silesia, East Pomerania, and Upper Silesia, temporarily halting on a line 37 miles east of Berlin along the Oder River. When the offensive resumed, two Soviet fronts attacked Berlin from the east and south, while a third overran German forces positioned north of Berlin. The Battle in Berlin lasted from April 20th until the morning of May 2nd. *Fall of Berlin* is a solitaire game of the last days of the Reich. Scheduled to ship in April 2016.

S2P OSS1508\$24.95



FOLIO SERIES: NO. 9 - ALGERIA

Algeria is a game simulating the conflict between the FLN Arab nationalist guerrillas and the French government from 1954 to 1962. Scheduled to ship in July 2016.

S2P OSS1601\$24.95



HIGH FRONTIER

High Frontier is the Third Edition of Phil Eklund's game of exploration and exploitation of our solar system, and is considered to be the most realistic simulation of rocket travel ever published. Scheduled to ship in July 2016.

S2P OSSBX1502\$99.95

Learn to play!

THE MANIC GAME
OF PARKS AND
RE-CREATION

1-6

20-30

8+

Mayfair Games

www.mayfairgames.com

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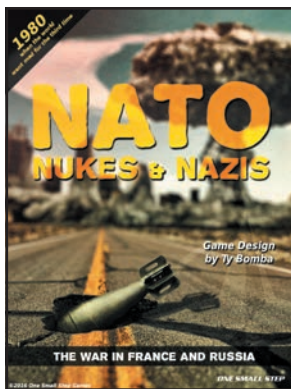


GAMES

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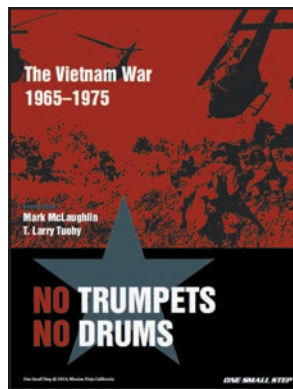
GT
JUN
2016



NATO, NUKES, AND NAZIS

World War III as it might have been! The successor to XTR's classic *NATO, Nukes, and Nazis*, this new version is a "What If?" two-map mini-monster wargame set during the late 1980s in an alternative universe in which the Nazi regime survived World War II and is set to start World War III. Scheduled to ship in July 2016.

S2P OSS2162\$69.95



NO TRUMPETS NO DRUMS

In *No Trumpets, No Drums*, two players or teams representing the Communist states and guerrilla armies of Southeast Asia and the pro-Western and neutral states and forces of that region and their American allies combat each other in a political and military duel for control over Indochina. Scheduled to ship in July 2016.

S2P OSSBX1403.....\$64.95

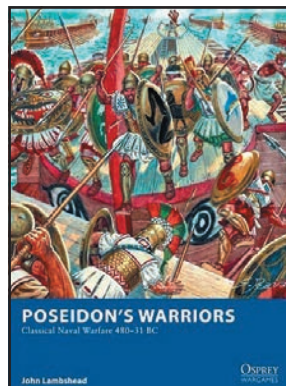
OSPREY PUBLISHING



LET THEM EAT CAKE

"Liberty! Equality! Eclairs!" The glorious revolution has done away with tyranny! Now you and your friends make up the Revolutionary Committee, overseeing justice throughout the land. Still, now that the queen's gone, it would be a shame to let all that cake go to waste... Become the first among equals by amassing honor! Become happy by amassing cake! Send your friends' pawns to the guillotine! First to forty cakes wins! Alliances and betrayal are all fair game in *Let Them Eat Cake*, a game of honor and pastry by award-winning designer Peer Sylvester. Scheduled to ship in August 2016.

OSP OSG351PI



POSEIDON'S WARRIORS: CLASSICAL NAVAL WARFARE 480-31 BC

From the Greek and Persian clash at the Battle of Salamis, to the Battle of Actium that decided the fate of Rome, *Poseidon's Warriors* introduces a set of wargaming rules for large-scale naval actions between fleets of Classical galleys. With data for ships throughout the period, rules for famous admirals, historical scenarios, a campaign system, and a brief historical summary, *Poseidon's Warriors* offers everything players need to equip themselves for the battles and campaigns of the first great age of naval warfare. Scheduled to ship in June 2016.

OSP OWG014.....PI

OVERWORLD GAMES



GOOD COP BAD COP: UNDERCOVER

True identities are masked by undercover assignments in this *Good Cop, Bad Cop* expansion. In *Undercover*, you will leave your badge and uniform at home to "go undercover" and prevent other players from discovering your true role - taking the intrigue of the base game to new heights! Scheduled to ship in July 2016.

IMP OWG0321\$14.99

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - STRANGE AEONS PART 1 - IN SEARCH OF SANITY

The adventurers awaken within the walls of the eerie Briarstone Asylum, their minds wracked and memories missing. As they work together to recover their missing time, they soon learn that the cause of their eerie amnesia is but a symptom of a much greater cosmic menace. As they struggle to retain their sanity, the heroes must ally with other asylum residents and fight against the monstrosities that have taken over the asylum and plunged it into nightmare. Can the adventurers defeat the terror that stalks the halls and free themselves from their prison of madness? A *Pathfinder Roleplaying Game* adventure for 1st-level characters, *In Search of Sanity* kicks off the *Strange Aeons Adventure Path*, a twisted delve into madness that pits the heroes against the cosmic horrors of the Cthulhu Mythos! Scheduled to ship in August 2016.

PZO 90109\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - PLANES OF POWER

The elemental forces of air, earth, fire, and water are among the most powerful in the multiverse, forming the basis of the material world and giving spellcasters and creatures capable of wielding them immeasurable influence. Now, players and Game Masters can harness these powers for themselves by exploring the elemental planes - entire realms of existence dedicated to the four elements - in *Pathfinder Campaign Setting: Planes of Power*. Each of the four elemental planes is fully detailed like never before, with advice on adventuring in their harsh environs, new spells and character options, location gazetteers, and a thorough examination of a major settlement that offers a welcoming landing site for travelers from other planes. Scheduled to ship in August 2016.

PZO 9295\$22.99



PATHFINDER RPG: FLIP-MAT CLASSICS - RIVER CROSSING

The river represents freedom of travel - and danger! Depicting a treacherous river bend and surrounding woods, *Flip-Mat Classics: River Crossing* makes a great set piece for escaping pursuers, holding a bridge, or battling an aquatic beast. A special coating on each *Flip-Mat* allows you to use wet erase, dry erase, and permanent markers with ease!

PZO 31011\$13.99



PATHFINDER RPG: FLIP-MAT CLASSICS - WATERFRONT TAVERN

Every city needs a seedy, dingy waterfront tavern, and this *Flip-Mat* release delivers with a two-sided, full-color, durable, laminated map depicting a dockside dive your players won't soon forget! This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in August 2016.

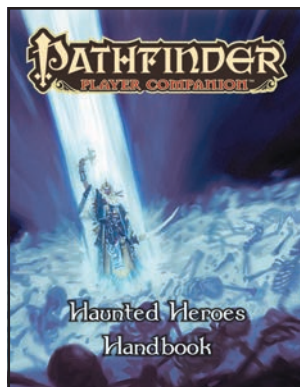
PZO 31012\$13.99



PATHFINDER RPG: MAP PACK - LABYRINTHS

Find a path through a twisting maze with *Pathfinder Map Pack: Labyrinths*, containing 18 full-color 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in August 2016.

PZO 4063\$14.99



PATHFINDER RPG: PLAYER COMPANION - HAUNTED HEROES HANDBOOK
 Death is Not the End! In a world filled with undead, resurrection, and beings from beyond the mortal plane, long-dead mistakes can still cause problems for the living - or provide opportunity. *Pathfinder Player Companion: Haunted Heroes Handbook* takes aim at possessing forces of all sorts, from worldly magic to spirits of the dead, and provides you with options to rid yourself of that influence, take back control, or profit by cunning bargains with forces in need of a mortal vessel. This handbook also provides valuable information on the places, organizations, and faiths especially concerned with spirits, hauntings, and possession. Scheduled to ship in August 2016.
 PZO 9471\$14.99

PELGRANE PRESS

13TH AGE RPG: HIGH CUNNING & LOW MAGIC

From a white-knuckle, white-water ride past orish hordes, to abseiling kobolds and a perilous magical cloud fortress, *High Magic & Low Cunning: Battle Scenes for Five Icons* brings you 45 challenging and memorable sets of battles for your 13th Age campaigns.
 IMP PEL13A11\$29.95



13TH AGE RPG: HIGH CUNNING & LOW MAGIC MAP FOLIO

This Map Folio brings you 45 maps from *High Magic & Low Cunning - Battle Scenes for Five Icons* in glorious full color by expert cartographers.
 IMP PEL13A11M\$19.95



PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS RPG: RIPPERS RESURRECTED - FRIGHTFUL EXPEDITIONS

Take your Rippers on adventures around the world, into the far corners of the Empire, exotic locales beyond, and the shadowy corners best left forgotten! *Frightful Expeditions* features more info on all seven continents, and new creatures and *Savage Tales* to go with them! Scheduled to ship in July 2016.
 S2P 10323\$19.99



SAVAGE WORLDS RPG: RIPPERS RESURRECTED - GAME MASTERS HANDBOOK

Three years ago, Johann Van Helsing led the Rippers - an ancient organization dedicated to fighting evil - against the forces of the diabolical Cabal. At great cost to life, limb, and reason they won. But, in 1895, a new evil stirs in the dark of night, straining at the walls of its eternal prison. Its fiendish servants comb the globe, seeking a way to free their master and consume the world with shadows. Only the Rippers stand against them. But, to triumph they must face their oldest nemeses - and their deepest fears! The

Rippers Resurrected Game Master's Handbook contains everything a Game Master needs to run adventures in the Victorian era, including expanded information about the Rippers' world, secrets of the Cabal and other threats facing the Rippers, an adventure generator, the all-new Plot Point Campaign "Return of Evil", a host of all-new *Savage Tales*, and stats for all the Rippers' steadfast allies and fiendish enemies. Scheduled to ship in July 2016.
 S2P 10321\$19.99



SAVAGE WORLDS RPG: RIPPERS RESURRECTED - PLAYERS GUIDE

At the Nineteenth Century's end, a shadow lies upon Europe and the world. The mythological creatures of the night - vampires, werewolves, and far worse - stalk the darkness seeking innocent blood. Only the Rippers, members of an ancient organization dedicated to fighting evil, stand against them. But to win this battle, the Rippers must use all their foes' weapons against them, and preserve their own embattled sanity. It's time to take back the night - again! The *Rippers Resurrected Player's Guide* contains everything players need to create the Ripper heroes who oppose evil's machinations, including information on the Victorian era, the various Rippers Factions and the frightening world they call home, new Hindrances and Edges, gear, and Setting Rules for Ripper Lodges, Reason, Status, and more. Plus, newly revised rules for rippertech allow heroes to "rip" their enemies' supernatural traits and graft them to other Rippers! Scheduled to ship in July 2016.
 S2P 10320\$19.99



SAVAGE WORLDS RPG: SAVAGE TALES OF HORROR - VOLUME 1

Dare to wander the Black Forest in search of witches foul, where you may lose your soul - to the *Face Snatchers*! Brave the bitter northern chill, where brain freeze is the least of your worries. At least someone will keep those beautiful looks of yours in *Cold Storage*! Relax for a lakeside *Spring Break* at *The Retreat* if you can ignore the scratching at the door, and the deadly smiles of the townsfolk! Investigate by gaslight the ghostly hauntings of the magnificent *Manor of Blood*. It's very inviting, but doesn't want you to leave! And, the suspicious death of an old friend drives you to find answers somewhere in the *Moonshine Blues* of New Orleans, where mobsters and magic mingle! Scheduled to ship in July 2016.
 S2P 10550\$19.99



SAVAGE WORLDS RPG: SAVAGE TALES OF HORROR - VOLUME 2

In *Love on a Mountain*, the heart can be just as deadly as a gunslinger, and more tragic than a shot to the gut! Missing livestock is blamed on wolves, but what is that sound at night, creeping from within the cracks...something that *Skitters*! As part of an elite team sent to protect staff at an enigmatic Ice Hotel, there's something evil lurking in the frozen wastes, ancient and wanting...for *Blood on Ice*. As players in a roleplaying game you love to fight demons and monsters as wizards and warriors. But what about when the *LARP of Horror* becomes all too real? And, when the terraforming colony of *Rosewood* loses contact, your specialist team is sent to investigate. But what is this strange, creeping flora grown by the elusive colonists, and what is their dark secret? Scheduled to ship in July 2016.
 S2P 10551\$19.99



SAVAGE WORLDS RPG: SAVAGE TALES OF HORROR - VOLUME 3

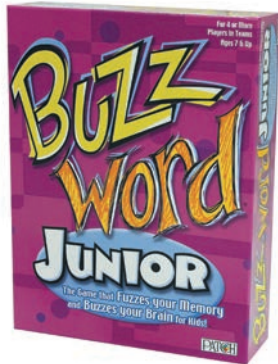
Your unit is stranded on an *Isle of Death*, where Nazis don't just come for you - they don't stay dead! The shards of a Witch's soul is written in *The Final Page* of an ancient tome of evil. Who else can stop this terror but you, the Accursed, those who are witchmarked themselves! A deep space distress call reignites a bitter eonsold war between two deadly adversaries, intent on drawing you into their conflict, or to just *Hear You Scream*! *Hotel 96* is waiting for you. It promises fine music, great food, and a release for the soul. But, it has a burning desire to make you stay for good! And, ghastly aspirations roam old London town, while a dancing craze causes death by euphoric exhaustion. Who will survive *The Dance of the Dead*? Scheduled to ship in July 2016.
 S2P 10552\$19.99

PLAYMONSTER

**100 WACKY THINGS CARD GAME**

One wacky thing leads to another in this zany game of craziness! Scheduled to ship in April 2016.

PAT 6916\$9.00

**BUZZWORD JUNIOR**

In *Buzzword Junior*, you and your teammates have 45-seconds to solve a set of clues - and all the answers contain the Buzzword! Scheduled to ship in April 2016.

PAT 7251\$20.90

CELEBRITY NAME GAME

Scheduled to ship in April 2016.

PAT 7421\$25.00

**CHRONO BOMB BOX**

Chrono Bomb is a super secret spy mission where kids use the included clamps and string to create a "laser" field to crawl through. At the end of the maze is the bomb, counting down. Tick, tick, tick! So, you have to hurry, carefully, and make it to the end to defuse the bomb and be the hero! Scheduled to ship in April 2016.

PAT 7010\$30.00

**CHRONO BOMB: SPECIAL AGENT EDITION**

Chrono Bomb is a super secret spy mission where kids use the included clamps and string to create a "laser" field to crawl through. At the end of the maze is the bomb, counting down. Tick, tick, tick! So, you have to hurry, carefully, and make it to the end to defuse the bomb and be the hero! Scheduled to ship in April 2016.

PAT 7012\$35.00

**GAME OF THINGS**

You Won't Believe the Things You'll Hear! In this hilarious game, you read a topic card and then write down your response. It can be anything that comes to mind, there's no right or wrong answer! Then all the responses are read aloud and you have to figure out who said what! Scheduled to ship in April 2016.

PAT 7704\$40.00

GAME OF THINGS CARD GAME

You Won't Believe the Things You'll Hear! In this hilarious game, you read a topic card and then write down your response. It can be anything that comes to mind, there's no right or wrong answer! Then all the responses are read aloud and you have to figure out who said what! Scheduled to ship in April 2016.

PAT 7708\$10.00

GRABOLO

Scheduled to ship in April 2016.

PAT 7280\$12.00

**KNOW IT OR BLOW IT**

The Trivia Game for Teams! In *Know It or Blow It*, your team will test its knowledge about fun facts like the three primary colors, five senses, or Santa's eight reindeer. The best part is you don't have to know it all! Scheduled to ship in April 2016.

PAT 7422\$25.00

NASTY THINGS

You Won't Believe the Outrageous Things You'll Hear! In this hilarious game, you read a topic card and then write down your response. It can be anything that comes to mind, there's no right or wrong answer! Then all the responses are read aloud and you have to figure out who said what! For groups of immoral players 18 and up. Scheduled to ship in April 2016.

PAT 7710\$28.00

**ODDS JOBS**

These jobs are hilarious, wacky, and over-the-top - and the workers are even sillier! One player is the "client," choosing a card and reading aloud the job. All other players use their business cards, selecting the best one for the job, and telling the client why they should be hired. Sometimes the amusing names and witty taglines sell themselves, other times you may want to act the part and boast about your imaginary skills! Scheduled to ship in April 2016.

PAT 7452\$25.00

PERPLEXUS: MICRO

Just because it's smaller doesn't mean it's any less fun or challenging! *Perplexus Q-Bot* is a fun, cube-shaped puzzle with a robot figure inside. *Perplexus Drakko* is an egg-shaped puzzle with a red baby dragon waiting to be hatched, and the dragon's body is the maze itself! Scheduled to ship in April 2016.

DRAKKO

PAT 902PI

Q-BOT

PAT 901PI

**PERPLEXUS: WARP**

Perplexus Warp takes maze play to a whole new level! While *Perplexus* is usually a transparent sphere, *Warp's* shape has been "warped" into an egg-like shape called a spherical octahedron. With *Warp*, an external slider is used to manipulate the marble inside on the track, nine internal cups act as "baskets" for the marble to leap into, and an internal pivot gives the illusion the marble is defying gravity. Scheduled to ship in April 2016.

PAT 958PI

POPALOTSY

Scheduled to ship in April 2016.

PAT 6850\$12.00

PROVE IT

Scheduled to ship in April 2016.

PAT 7429\$25.00

QUBOSITY

Scheduled to ship in July 2016.

PAT 7690\$25.00

STRATAGO CLASSIC

Two armies clash! Who will be victorious? The classic game of battlefield strategy for over 50 years, players in *Stratego* command Napoleonic armies and devise plans to deploy troops, using strategic attacks and clever deception to break through the opponent's line and capture the flag! Scheduled to ship in April 2016.

PAT 7471\$27.50

**TAKE 'N' PLAY ANYWHERE**

Take 'N' Play Anywhere games offer portable, playable fun on th' go! Scheduled to ship in April 2016.

BINGO

PAT 674\$9.00

GO FISHING

PAT 677\$9.00

MATCHING

PAT 678\$9.00

**YOWZA! CARD GAME**

Zap! Zoom! Boom! Bam! Wham! Yowza! You've Got to Say It to Play It in this quick discarding game. Scheduled to ship in April 2016.

PAT 7270\$8.00



PORTAL



CRY HAVOC

Cry Havoc is a card-driven, asymmetric, area control war game set in a brutal, science fiction setting. Each player commands one of four unique factions with varying abilities and units. The game includes 54 custom miniatures, a large format board, and over one-hundred unique cards, all with stunning new artwork. Scheduled to ship in August 2016. PSI PLG0071\$70.00



IMPERIAL SETTLERS: 3 IS A MAGIC NUMBER EXPANSION

An expansion for Imperial Settlers, 3 is a Magic Number introduces a new game mechanic ("Sets") that allows players to score points and trigger in-game events by building three cards of the same color, and includes new cards for all five Factions in the game. Scheduled to ship in May 2016. PSI PLG0002\$16.00

RATTLE BATTLE GRAB THE LOOT: ANGRY OCEAN EXPANSION

Scheduled to ship in August 2016. PSI PLG0187\$16.00

TIDES OF TIME: AWAKENING OF CTHULHU

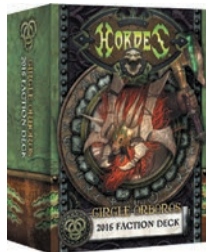
A sequel to the award-winning Tides of Time, Awakening of Cthulhu introduces a new twist: Madness. Some cards, while powerful, will harm your psyche. You must keep an eye on your Madness or risk losing the game early as your mind is lost to the power of the ancients. Scheduled to ship in August 2016. PSI PLG0170\$12.00

PRIVATEER PRESS

ACTS OF WAR VOLUME ONE: FLASH POINT

Lord General Coleman Stryker is one of the greatest heroes of the Iron Kingdoms. Chosen by his king to liberate the conquered lands of Ulael from Cygnar's long-standing foe, the Khadoran Empire, Stryker finds himself forced to work with one of his most bitter enemies - the exiled mercenary Asheth Magnus, a man to whom Cygnar's king owes his life. To claim victory for his king, Stryker will have to find a way to put his faith in a man he can't trust. Setting the stage for the Warmachine story for years to come, Flash Point depicts Lord General Coleman Stryker on his mission to liberate an allied nation from the clutches of the Khadoran Empire. PIP 609\$14.99

HORDES



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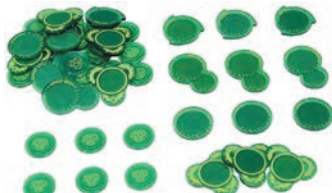
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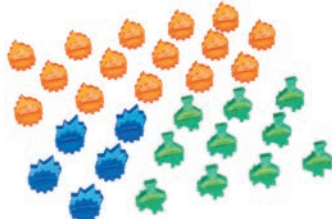
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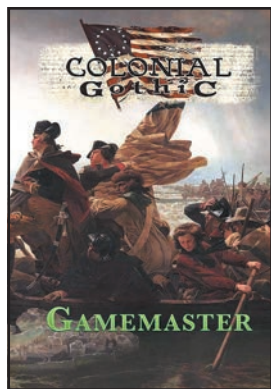
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Rules in English / Japanese

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SLANG DESIGN

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SBE 010.....\$39.99

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PSI SG-2013.....\$59.95

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By the year 1928, Germany possessed a dense road network where combustion engines had triumphed over electric or steam engines and where cars were produced via assembly lines. Manufacturers began producing more affordable vehicles for the broader population. In *Kraftwagen*, players are at the wheel of a fledgling car manufacturer. By advancing the technology and proving their designs, each player hopes to come out on top as the demand for new and improved automobiles grows. Scheduled to ship in August 2016.

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In the year 2213, the world order came to an abrupt end over a 19-day war. The bombs started falling on the 3rd day, and by the 19th ninety-nine percent of earth's population was dead - or would soon be. Wars and conflicts had raged for decades prior - as populations rose up, the global government quelled the growing resistance and maintained the status quo. But, the conflicts escalated rapidly, and the world leaders became anxious and wary. No one knows who pressed the button first, and in the harsh realities of the world that followed, no one cared. What mattered was surviving and, if possible, rebuilding. Thrive - and survive - in the wake of the apocalypse in *Downfall*. Scheduled to ship in August 2016.

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In *Thief's Market*, a dice-drafting/stealing game, players are crafty, competing cutpurses looking to split the loot from a "hard day's work", then spending it on (more) useful items, finery, and henchmen. These 'purchased' items will grant the ability to manipulate your take further as you go to market and allow you to take additional actions such as flipping dice to the desired side, make extra purchases, re-roll dice, gain points, reduce the cost of purchases at the market, and create effects when you purchase certain cards. Scheduled to ship in August 2016.

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9-POCKET SILVER SERIES PAGE FOR STANDARD SIZE CARDS

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CONSPIRACY: TAKE THE CROWN

FULL-VIEW DECK BOX WITH TRAY UPI 86406..... PI

PLAY MAT 1 UPI 86407..... PI

PLAY MAT 2 UPI 86431..... PI

PLAY MAT 3 UPI 86432..... PI

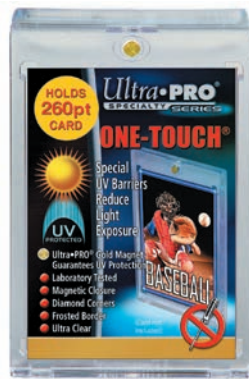
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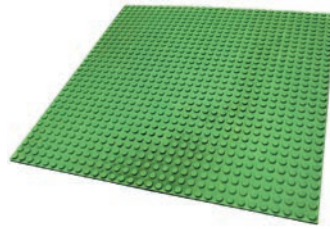
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PLAY MAT 2	UPI 86419.....	PI
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260PT UV ONE TOUCH MAGNETIC HOLDER

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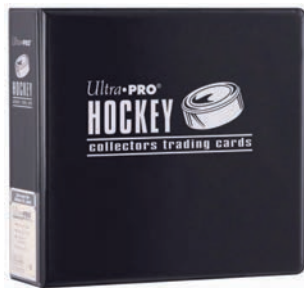
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KILL LA KILL CHIBI RYUKO

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DECK PROTECTOR SLEEVES
UPI 84838..... PI
DECK BOX
UPI 84839..... PI

COSTA RICA

Explore the Costa Rican rainforest! Each turn, reveal what is hiding and decide... do you take your data back, or push on, even though another explorer might take credit for your work? Avoid mosquitos, discover animals & prove that you are the best explorer in Costa Rica!

2-5 ~60 8+

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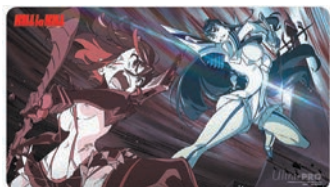
GAMES

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GTM
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53

**KILL LA KILL PLAY MATS**

Scheduled to ship in April 2016.

NIU	UPI 84842.....	PI
RYUKO VS NUI	UPI 84840.....	PI
RYUKO VS SATSUKI	UPI 84841.....	PI

**PREMIUM FIGURINE DISPLAY**

Scheduled to ship in April 2016.

UPI 84696.....	PI
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**PREMIUM MINIFIGURE DISPLAY CASE**

Scheduled to ship in April 2016.

UPI 84351.....	PI
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**PUCK & CARD CLEAR DISPLAY**

Scheduled to ship in April 2016.

UPI 43014.....	PI
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**REGULATION PUCK HOLDER**

Scheduled to ship in April 2016.

UPI 84543.....	PI
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SEMI-RIGID FIGURINE DISPLAY, 20 COUNT

Scheduled to ship in April 2016.

UPI 84584.....	PI
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**SOUVENIR PUCK HOLDER**

Scheduled to ship in April 2016.

UPI 81214.....	PI
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**TOBACCO UV ONE TOUCH MAGNETIC HOLDER**

Scheduled to ship in April 2016.

UPI 84734.....	PI
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UPPER DECK

**LEGENDARY ENCOUNTERS DBG: ALIEN EXPANSION**

More Face Huggers! More Aliens! More Alien Queen! This time it's War! Continue the horrifying adventures with this all-new expansion for *Legendary Encounters: An Alien Deck-Building Game*! Introducing 400 new cards featuring original artwork, this expansion boosts the roster to include Lieutenant Gorman, Superintendent Andrews, Captain Elgyn, and Kane, plus a unique playmat allow players to play as the Alien Queen! Scheduled to ship in July 2016.

UDC 86118.....	PI
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USAOPOLY

DOOM: CACODEMAN COLLECTIBLE COIN BANK

Scheduled to ship in July 2016.

USO BK110445.....	PI
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GHOSTBUSTERS PIZZA VENKMAN FUNEDIBLES VINYL COLLECIBLE

Approx 4" Tall Scheduled to ship in July 2016.

USO FE091455.....	PI
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GHOSTBUSTERS SLIMER LIME GELATIN FUNEDIBLES VINYL COLLECTIBLE

Approx 4" Tall Scheduled to ship in July 2016.

USO FE081456.....	PI
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GHOSTBUSTERS STAY PUFT MARSHMALLOW FUNEDIBLES VINYL COLLECTIBLE

Approx 4" Tall Scheduled to ship in July 2016.

USO FE091454.....	PI
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THE NIGHTMARE BEFORE CHRISTMAS CLUE

Scheduled to ship in August 2016.

USO CL004261.....	PI
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STAR TREK CAPTAIN CUP KIRK FUNEDIBLES VINYL COLLECTIBLE

Approx 4" Tall Scheduled to ship in August 2016.

USO FE066452.....	PI
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STAR TREK GORN BREAD MUFFIN FUNEDIBLES VINYL COLLECTIBLE

Approx 4" Tall Scheduled to ship in August 2016.

USO FE066453.....	PI
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STAR TREK SPOCK TART FUNEDIBLES VINYL COLLECTIBLE

Approx 4" Tall Scheduled to ship in August 2016.

USO FE066451.....	PI
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HARRY POTTER HOGWARTS BATTLE DECKBUILDING GAME

Scheduled to ship in August 2016.

USO DB010400.....	PI
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RICK AND MORTY MONOPOLY

Scheduled to ship in August 2016.

USO MN085434.....	PI
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RICK AND MORTY: RICK'S CAR COLLECTIBLE COIN BANK

Scheduled to ship in August 2016.

USO BK085434.....	PI
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STEVEN UNIVERSE LION COLLECTIBLE COIN BANK

Scheduled to ship in August 2016.

USO BK085457.....	PI
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SPOTLIGHT ON

**MUNCHKIN: MARVEL EDITION 2 - MYSTIC MAYHEM EXPANSION**

Add a new level of mayhem and madness to *Munchkin: Marvel Edition* with *Mystic Mayhem*! Journey into the mystery and join up with Doctor Strange and The Defenders as you fight villains like the evil Baron Mordo and the Dread Dormammu. Powerful new threats and allies are introduced with all new Doors and Treasures as well as 12 oversized Dungeon cards. Scheduled to ship in August 2016.

PSI MU011-413.....	\$19.95
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WONKY: THE UNSTABLE ADULT PARTY GAME

Ages 21 & up . 2+ Players Scheduled to ship in August 2016.

USO WK107447.....	PI
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MARVEL DEADPOOL BATTLE YAHTZEE

Scheduled to ship in August 2016.

USO YZ011468.....	PI
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STEVEN UNIVERSE GARNET'S GAUNTLET YAHTZEE

Scheduled to ship in August 2016.

USO YZ05457.....	PI
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WIZKIDS/NECA

FEATURED ITEM

**HEROCLIX: PREMIUM MAPS**

Crafted from flexible and durable neoprene, these tournament legal Premium Maps measure 3' x 2' and offer a flat, non-fold surface with nonslip backing to improve your gaming experience. Scheduled to ship in September 2016.

FACTORY WZK 72484.....	\$24.99
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SHIP WZK 72483.....	\$24.99
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FEATURED ITEM



MARVEL

DEADPOOL

DICE MASTERS

MARVEL DICE MASTERS:
DEADPOOL 90-COUNT GRAVITY FEED

The Merc with a Mouth brings everything you love to hate about him to *Marvel Dice Masters*! Introducing more than 30 heroes and villains (and their dice!), *Marvel Dice Masters: Deadpool* features Deadpool, Lady Deadpool, Dogpool, and Evil Deadpool, plus learn the ins and outs of the Weapon X project alongside Wolverine, X23, the Stepford Cuckoos, and Mr. Sinister. Also, *Marvel Dice Masters: Deadpool* boasts the first appearance of the Inhumans, new characters from the SpiderVerse, and even more characters from the pages of *What If?* Offered in 90-count Gravity Feeds, each *Marvel Dice Masters: Deadpool Foil Pack* contains two cards and two dice that players can add to their Dice Masters collections! Scheduled to ship in July 2016.

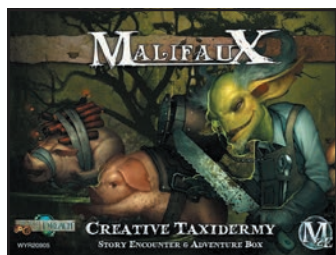
WZK 72425 \$89.10

WYRD MINIATURES

MALIFAU

ARCANISTS LARGE ARACHNID

WYR 20336 \$24.00



CREATIVE TAXIDERM

One of the most prestigious hobbies among the Gremlins of the Bayou (apart from moonshining) is the art of Creative Taxidermy. Putting aside concerns such as "Has the thing stopped moving?", the brave practitioners of this art push the boundaries of their craft (and the boundaries of how much dynamite they can shove into a single squealing pig). Now you can follow and join in with this awesome story encounter and adventure box for your games of *Malifaux* and *Through the Breach*. This boxed set contains highly detailed plastic miniatures of two Taxidermists, six Stuffed Piglets, three *Malifaux* story encounters, and a *Through the Breach* adventure.

WYR 20905 \$40.00

GREMLINS THE SOW

WYR 20626 \$15.00

GUILD EXORCISTS

WYR 20127 \$18.00

GUILD WITCHING HANDLERS

WYR 20121 \$18.00

NEVERBORN STITCHED TOGETHER

WYR 20430 \$21.00

ROOSTER RIDERS

WYR 20630 \$35.00



TEN THUNDERS KAMITACHI

WYR 20717 \$11.00

MALIFAU

Scheduled to ship in May 2016.

ARCANISTS MALIFAU RAPTOR

WYR 20338 \$21.00

ARCANISTS MOBILE TOOLKIT

WYR 20334 \$11.00

GREMLINS MCTAVISH

WYR 20628 \$21.00



GREMLINS OLD CRANKY

WYR 20629 \$18.00



GUILD AUTOPSIES

WYR 20234 \$21.00



GUILD SERGEANT

WYR 20125 \$11.00



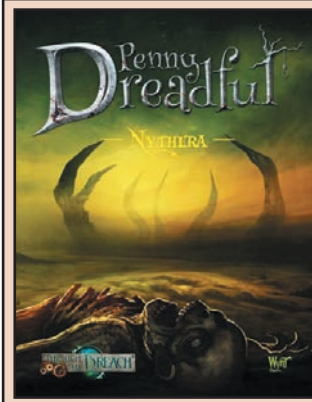
RESURRECTIONISTS RAFKIN

WYR 20231 \$11.00

TEN THUNDERS FERMENTED
RIVER MONKS

WYR 20716 \$11.00

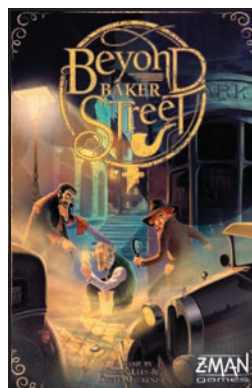
SPOTLIGHT ON

THROUGH THE BREACH RPG:
PENNY DREADFUL - NYTHERA

Nythera has been discovered in the Badlands, sending all of *Malifaux* into chaos! As the factions of *Malifaux* struggle to lay claim to the ancient ruins, a schism begins to form in the Guild as its most powerful members attempt to ascend to the lofty position of Governor. In the midst of this turbulence are the Fated, who have been spared from death and tasked with finding the severed head of Philip Tombers... Nythera is an epic *Penny Dreadful* scenario adventure for *Through the Breach*.

WYR 30204 \$25.00

Z-MAN GAMES



BEYOND BAKER STREET

Another criminal is on the run, and Sherlock Holmes has a lead! He'll have the culprit behind bars in no time... unless you beat him at his own game! With the help of your associates, gather evidence, follow the clues, and use your power of deduction to solve the case before the great Sherlock Holmes! After all, whatever remains, however improbable, must be the truth!

ZMG 71670 \$34.99

FLICK 'EM UP! RED ROCK
TOMAHAWK EXPANSION

In this new expansion for *Flick 'em Up!*, the infamous Cooper Clan has begun taking over small villages. Those villages, however, belong to the Native Americans, who are armed with bows and tomahawks, and ready to defend their land in five exciting scenarios. But, they'd best be careful around the Cooper Clan's new weapon: the relentless Gatling gun. Scheduled to ship in August 2016.

ZMG PZG20002 \$34.99

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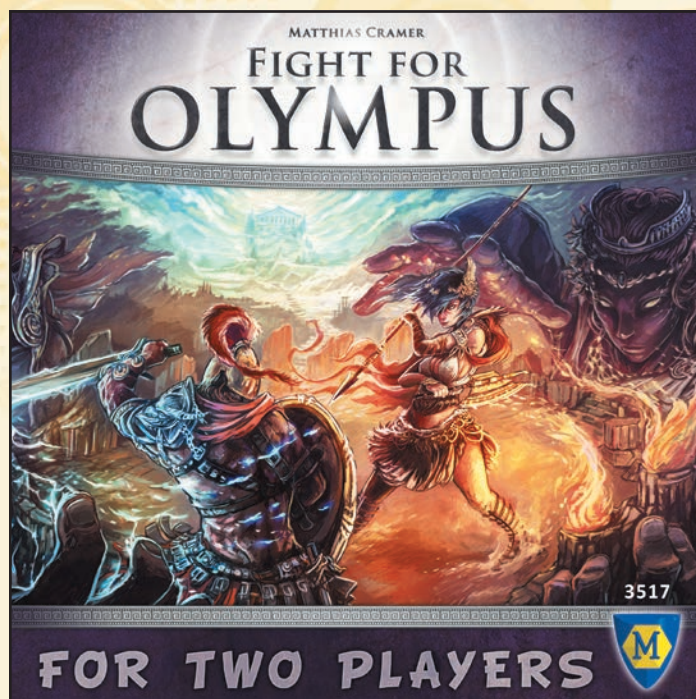


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The Battle of the Ages Continues in Fight for Olympus!

FIGHT FOR OLYMPUS

MFG 3517 PI | Available June 2016!



In Mayfair and Lookout Games' latest release, you will experience a titanic clash for control of the fabled home of the Greek gods in *Fight for Olympus*!

Fight for Olympus is a two-player, shared-deck card game where the players place Greek heroes of legend, along with demigods to control areas of a shared board. There are three types of cards that players will use to pursue victory: Heroes, Soldiers, and Equipment. Heroes are very expensive in terms of the resources required to play them, but they are the great characters of legend: Heracles, Odysseus, Achilles and so forth. Soldiers are less powerful, generic attack cards such as the Argonauts, the Amazons, and the Achaeans. Finally, there are equipment cards that make your heroes and soldiers more powerful: shields, swords, and helmets.

There are six areas on the board, divided into three categories: Troy, Olympus, and Delphi. There are three slots in Troy, two in Olympus, and one for Delphi. Each helps a player control the game in different ways.

Troy is the battlefield in the game and contributes to a military victory. The military control of this area begins at zero and each turn that a player has an uncontested soldier in one of the three spaces, they receive a military victory point. If one player ever has seven total military victory points, the game ends immediately. Olympus is a resource rich area and players gain extra resources from controlling it. Each turn that a player has an uncontested hero in a space here, they gain one bonus resource from this area to help them play cards. Finally, the Oracle of Delphi allows the player that controls it to draw three cards at the end of their turn, instead of the usual two.

Finally, there is one final way to win, and that is by controlling the entire board. If a player ever has all six spaces on their side of the board filled at the beginning of their turn, they immediately win the game.

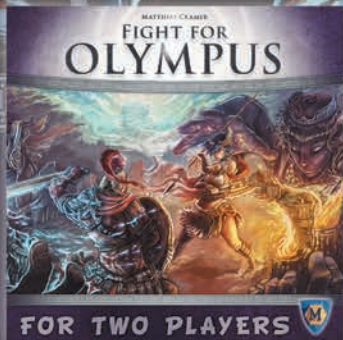
So, check out *Fight for Olympus*, coming soon from Mayfair Games!

About Fight for Olympus: *Fight for Olympus* was designed by Matthias Cramer for two players ages 12 and up. Games take between 15 and 30 minutes to play.



MATTHIAS CRAMER

FIGHT FOR OLYMPUS



Coming June 2016!



2



20



8+

Players use the soldiers, heroes and demigods of Greek mythology to battle their opponent! By playing cards to take control of locations, you can increase your capabilities and inch closer to victory! Strive for a military victory or overwhelm your opponent by controlling all of the locations on the board. Win an exciting duel and become the master of the Greek pantheon!



Mayfair Games®

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CORVUS BELLI INFINITY

HUMAN SPHERE N3

EXPANDED UNIVERSE

AN ARTICLE BY GUTIER LUSQUÍÑOS.

The new edition of "Infinity: Human Sphere" is a full color compilation book pack that updates its ruleset to Infinity N3, adding new rules, special skills, weapons and equipment. This book pack is composed by two different books, the Rule Book and the background related Guidebook.

This new edition of Infinity: Human Sphere updates this book to the rules of Infinity N3 and offers an expanded vision of Infinity's universe. This book delves deeper into the background of the different factions and adds two new ones: the AI ALEPH and the enigmatic Tohaa.

INFINITY: HUMAN SPHERE N3

CVB 289403 \$67.74

Available Now!

Human Sphere expands the information about the big powers in Infinity through Sectorial Armies, thematic subfactions that allow players to explore specific aspects of each main faction. From the Neoterran Capitaline Army's hyper-sophisticated troops, to the fearsome Morat Aggression Force or the new addition of the Onyx Contact Force; from the versatile mercenaries of Qapu Khalqi, to the powerful USAradna Ranger Force, or the unstoppable tide of the Steel Phalanx of ALEPH, each Sectorial Army possesses a unique play style, one fit for every player.

The Human Sphere rule set adapted to Infinity N3 compiles all the rules related to Infinity Fireteams, teams of troops specially trained to work together, taking the most benefit from their coordinated actions, including new rules and new variants of Fireteams. This expanded rule set also offers a wide variety of new weapons, skills, and equipment. And of course, Human Sphere lists of the new troops that form the different Sectorial Armies of each of the factions of Infinity.

This expansion is the book that the USAriadna players need to know more about this new army, its background, troops, and the rules and skills that make it unique.

Human Sphere brings a new dimension to Infinity N3, and is essential for diving into the Infinity universe and developing the tactical capabilities of every player.



TOHAA
GORGOS SQUAD

HUMAN SPHERE

NEW EXPANSION BOOK

NEOTERRAN CAPITALINE ARMY
CLAUSEWITZ UHLANS

N3

A SKIRMISH GAME WITH 28mm MINIATURES
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CORVUS BELLI
INFINITY

Mystic Vale™

Deck building is so 2008

Collectable and board gaming is such a large hobby nowadays that it's uncommon for a game to come along that really changes things. There are already so many core mechanics in the gaming world that most games make no attempt to create a new one, but simply put a new twist on an old concept. But every once in a rare while, a game comes along that does something totally new, and AEG is proud to say that the next truly ground-breaking title is here: *Mystic Vale*.

Cleanse the curse and save the vale

In this game, players represent one of four clans of Druids, the servants of Gaia who have been granted magical power. After a conflict with an evil king, the sacred Valley of Life—from which Gaia's nature spirits are born—was cursed with a blight, killing every living thing and laying waste to the holy land. The Council of Druids dispatched favored clans of druids to the Valley of Life to restore it, recapturing the beauty and fertility of the land and restoring Gaia to her full power. The blight, however, fights back—and the druids must struggle to produce enough growth and mana to overcome it. But every game has a compelling story; what makes this one so special?

A Card Crafting Game of Nature's power

Mystic Vale, designed by John D Clare and developed by AEG, introduces a revolutionary new core mechanic called the **Card Crafting System**. While the game's physical setup resembles that of a deck builder—each player has their own deck of starting cards, with other cards available for purchase in the center of the table and some special cards off to the side—the mechanics go much deeper than simply purchasing cards. Each player begins with a deck of 20 cards, and this number never grows: instead of purchasing new cards for their deck, players use their resources to buy advancements for their existing cards—thereby creating entirely new and unique cards with powerful new abilities.

The way this works is with *Mystic Vale's* transparent cards: each advancement is on a transparent slide, with the ability located either at the top, at the bottom or in the middle of the card. Once a player purchases an advancement, he or she takes the advancement they bought and slides it into the sleeve of an existing card, in front of the base card and any earlier advancements. This advancement then becomes a part of the card for the remainder of the game, adding its ability, resources and victory points to those already on the card.



MYSTIC VALE

AEG 5861 \$39.99 | Available June 2016!



Infinite possibilities

The effect of this is immediately apparent: not only will your deck look different in every game you play, but each individual card in your deck will be a completely different card every time you play. In fact, many of the starting cards in your deck are completely blank at the beginning of the game, and many of those that aren't have only harmful effects—the blight that the druids must overcome. The player must use the small amount of mana that he or she starts with to purchase advancements and build powerful cards, which can produce victory points, abilities and growth to counteract the decay of the blight. These advancements also produce Spirit Symbols, which can be used to acquire Vales, special unique cards representing the foundations of the Valley of Life. These special cards—used to gain aid from Gaia's nature spirits—have powerful abilities not found on advancements, and are often worth victory points at the end of the game. Their abilities can also be used every turn instead of only when a card reaches the top of the deck.



Use power wisely

Another unique aspect of *Mystic Vale* is that a player does not draw a hand of cards from his or her deck—they instead turn over cards to form a field in front of them, which is public knowledge to all players. To represent the struggle between growth and decay, and the effect of the blight on nature magic, the amount of cards used in a turn is limited only by the amount of decay symbols showing on the cards. Every player will, at the end of their turn, create the next turn's field by flipping over and playing cards until they are showing three or more decay symbols—including the top card of the deck, which is turned face-up but cannot be used for its abilities or resources. This also means that many card effects come into play at the end of a turn rather than during the harvest phase (in which advancements and Vales are purchased). At the beginning of the player's next turn, her or she may choose to either leave their field as it is, or to Push: send the top card of the deck into the field and reveal the next card. If a player ends this action with four or more decay symbols, their field has spoiled and they may not perform any actions this turn. If, however, they are able to push their luck and end up with more cards in their field, then they will be able to take advantage of more powerful abilities and have more mana and spirit magic to purchase advancements and Vales.

The next revolution

The revolutionary Card Crafting System of *Mystic Vale* creates a game unlike any other, a card game in which the player designs the cards. The only limits to what your cards can do are the locations of the advancements and the player's own imagination; unlike in a deck builder, where you strive to build a deck that can combo its way to powerful actions, *Mystic Vale* provides the opportunity for cards that combo off of themselves. These cards can create massive amounts of power and resources—and by the end of the game, you could have 20 such cards in your deck.

The next big thing in gaming is here: it is called *Mystic Vale*, and it will be in stores this June.

— Mark Harbison

Available JUNE 2016



TM

Any questions, contact: customerservice@alderac.com www.alderac.com/mystic_vale

J. Alex Kevern WORLD'S FAIR -1893-

WORLD'S FAIR 1893

RGS 00529 \$40.00 | Available May 2016!

World's Fair 1893 takes players back in time to experience the wonder of this grand exposition. Held in Chicago, it showcased many of the days' great achievements in science, technology, culture, and entertainment. The artwork and the content in the game evoke a strong sense of the beauty and nostalgia associated with the fair and the time period. I did extensive research on the history of the fair, and players have responded extremely well to this fresh and unique setting for a game.

Tom Vasel, The Dice Tower podcast — "World's Fair 1893 ... I was very impressed with this one. It's a nice, gateway-style game ... but I thought there was some good depth to it, too."

EXHIBITS AND ATTRACTIONS

When I started my research, I was astounded at how much information about the fair was publicly available. Books and other texts from that time are in public domain, and many have been scanned and shared online by museums, libraries, and Google Books. (For example, *Scientific American* published detailed reports from the fair every week; those are all available to read online.) I spent countless hours reading the many primary sources for information to include in the flavor text on the cards.

The illustrations were rendered by Beth Sobel. Beth has previously illustrated games for Foxtrout Games and Renegade Games (*Lanterns: The Harvest Festival*, *Snow Tails*), as well as games for AEG, Fantasy Flight Games, and Stonemaier Games. We had a variety of reference images she could use. The number of black-and-white photographs of the fair is staggering, made possible by the release of the first Kodak camera in 1888. Many of the public domain books had these photographs, as well as sketches and watercolors from artists. In addition, plenty of the exhibits from the fair survive to this day, and I was able to find color photographs of many of them. From these sources, Beth created a consistent style for all the cards that really evokes the era.

Kerensa Kempf, What Did You Play This Week podcast — "I would like some time to read all of the cards because the history is very interesting. I looked up a couple of things after we played. The game sparks your curiosity."

The difference between the two sections of the fair really stood out to me — the prestigious exhibits of the fair proper and the fun attractions on the Midway. That difference is reflected in the way the cards function and score in the game. The fair proper had a single admission fee that allowed visitors to experience all 10,000+ exhibits. These exhibits, displayed in many beautifully architected buildings collectively known as the "White City," showcased development and advances in art and various industries (the exhibit cards in the game require more effort to score, but have the potential to be worth an increasing number



of points). The Midway, on the other hand, was a mile-long strip of attractions outside the fair proper run by third-party vendors. These attractions had their own individual admission fees, emphasized fun and entertainment, and generated much of the profit for the fair (attraction cards are represented as tickets in the game, and they score more easily at a consistent small number of points).

FERRIS WHEEL BOARD

The central board of the game is a game timer designed to look like a Ferris wheel. The very first Ferris wheel was built on the Midway for the 1893 World's Fair. Today, Ferris wheels are the most common attraction at amusement parks, and it's difficult for us to appreciate how novel it was at the time. The fair organizers wanted an engineering marvel that would outdo the Eiffel Tower (built for the 1889 World's Fair in Paris), and the Ferris wheel delivered.

Rob Cramer, Giant from the North — "The scoring timer as a car revolving around the Ferris wheel throughout the rounds is a neat touch in a game full of neat touches."

Just as the excitement and profits from the Midway attractions made the fair itself go round, so too do the Midway ticket cards make the game move forward. Each time a player collects a Midway ticket card, the Ferris wheel car moves one space around the wheel. A scoring phase occurs each time the car makes a complete cycle and returns to the beginning of the wheel, with each game consisting of three scoring phases. Players love the control they have over the game's timer and the tension it brings.

AREA CONTROL AND SET COLLECTION

On your turn, you place a cube in one of the five areas of the board and collect all of the cards there. The five areas correspond to five of the White City buildings at the fair and the five different kinds of main exhibits in the game: Manufacturing, Electricity, Agriculture, Transportation, and Fine Arts. The main scoring opportunities come from (a) having the most cubes in an area during the scoring round, and (b) having collected exhibit

cards that match those areas so you can approve them for the fair. Each approved exhibit is worth more points the wider your total diversity is, so you are rewarded for leading in all five areas throughout the three scoring phases.

Ryan LaFlamme, Cardboard Republic — "This jockeying for control is where *World's Fair 1893* shines best, giving you an easy to follow mechanic while offering the flexibility to make calculating (and often difficult) choices."

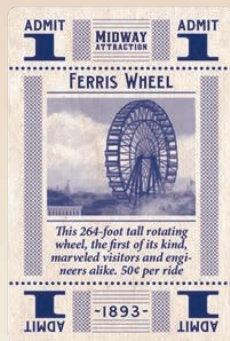
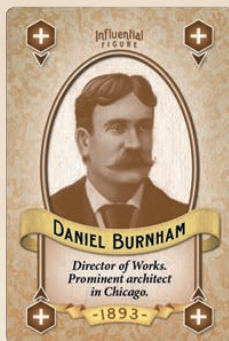
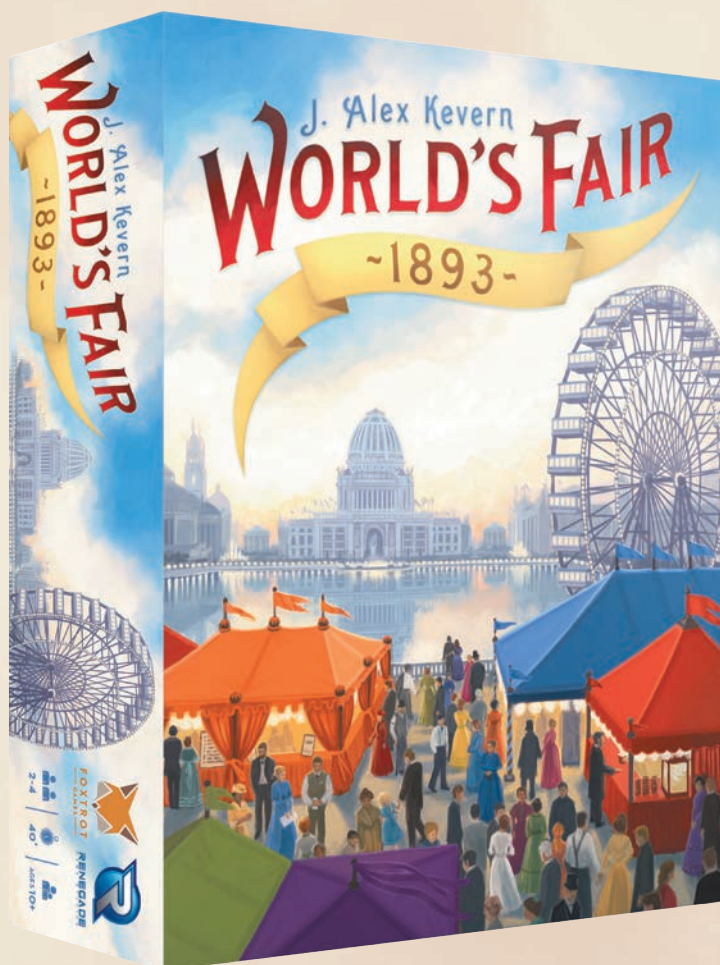
In addition to main exhibit and Midway ticket cards, there is a third kind of card: influential people. These are individuals who've helped shape the fair and their industries at the time (Daniel H. Burnham lived on the fairgrounds for over two years working tirelessly on the preparations, while George Westinghouse's company provided electricity for the fair, showing the world that alternating current could be used safely on a large scale). These cards don't grant you any points, but they allow you to move or place an extra cube on the board to help you gain control of specific areas.

The decision space for the game is small: you choose one of the five areas on your turn. This simplicity makes the game easy to learn, and it keeps turns moving fast. But, the way everything is interconnected, players have rich decisions and tradeoffs they have to make as they endeavor to collect the cards they need while also trying to beat out their opponents for control in the various areas.

Maurice Fitzgerald, Club Fantasci — "Combining several different mechanics into a solid, lightweight euro ... *World's Fair 1893* ... will have broad appeal thanks to its unique theme, charming artwork and balanced gameplay."

...

Randy Hoyt is the owner and game producer at Foxtrot Games. He is the lead developer and game producer for *Lanterns: The Harvest Festival* and for *World's Fair 1893*. He lives near Dallas, Texas with his wife and two young sons, and he works full-time as a web developer.



Deadfall

DEADFALL

PSI CAG229 \$10.00 | Available TBD!

Introducing *Deadfall*, a new bluffing card game using a *Pairs* deck designed by James Ernest and Nora Miller in 2015, with illustrations by fantasy artist Bill McGuire.

"Last summer at a small local convention, I sat down with my daughter Nora (age 13) to invent a new game, killing time before a game design lecture," says Ernest, President of Cheapass Games. "We started with a *Pairs* deck and a goal to make a bluffing game. Fairly quickly we had the bare bones of a two-player version of *Deadfall*. The following day, we ran a demo for five players, and we figured out how to scale the game up to that size. The group liked the game, so we put it on the development list!"

Deadfall is a bluffing game comparable to liar's dice, played for coins (not included). The game uses the same deck as *Pairs*, which has just the numbers 1 through 10, with 1x1, 2x2, 3x3, and so on. Players start by paying an ante of 1 coin, and receive a hand of six cards. Each player plays one card simultaneously, and the lowest card goes first. (Ties are broken with a second card.)

Each turn, a player may either play a card, or call another player. Playing a card is a claim that the card is "alive," which means that someone still holds another card of that rank. This claim is fairly safe for common cards like 9's and 10's, and more risky for rare cards like 3's and 4's.

"Calling" means choosing one of the cards played by another player on this round. When a player calls, they are claiming that the called card is "dead," which means no one still holds a card of that rank. Calling ends the hand, and all players show their cards to determine whether the caller was right.

If the caller is correct, they win, and the called player loses. If the caller is incorrect, the called player wins, and the calling player loses. The winner collects the pot, plus a penalty from the loser equal to the rank of the called card. So, for example, if a 6 was called, then the winner takes the pot, plus 6 coins from the loser.

Players must balance the risk of calling a card with the potential reward. A higher card is less likely to be dead, but a correct call could lead to a higher payoff.

Despite its simplicity, *Deadfall* is a thinker's card game, with many opportunities for deduction and bluffing. Players must consider the



pure mathematics of guessing whether a card is still alive (keeping in mind roughly half the deck is not in play), as well as the logic of why players might play their cards in a particular order. To excel at the game, players must not only bluff well, but also see through their opponents' lies.

Variant rules include additional rewards and penalties, new ways to play cards, and extra actions, like passing a card to the left before the first round of play.

James Ernest is a prolific game designer, best known as the president and lead designer of Cheapass Games. His many award-winning games include *Kill Doctor Lucky*, *Button Men*, *BRAWL*, and *Pirates of the Spanish Main*. This is his daughter Nora's first design credit.

Bill McGuire, whose work can also be seen in the video game *Bloodsport Rally* and the book *Monster Goggles*, lends his signature gritty cartoon style to *Deadfall*. The deck includes a delightfully grumpy dragon, silver knight, diving eagle, stealthy hunter, raging boar, sinister revenant, giant green scarab, eerie wisp, rampaging goblin, and valiant hero.

Deadfall supports 2-6 players and each round takes about five minutes.

Pairs is the "New Classic Pub Game" released by Cheapass Games in 2014. It is a simple deck of cards containing the numbers 1 through 10, with 1x1, 2x2, 3x3, and so on. That's 55 cards all together, with no jokers or specials. Cheapass Games have released more than a dozen different *Pairs* decks, each with different art and variant rules.

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James Ernest is a prolific game designer, best known as the president and lead designer of Cheapass Games. His many award-winning games include *Kill Doctor Lucky*, *Button Men*, *BRAWL*, and *Pirates of the Spanish Main*. This is his daughter Nora's first design credit.



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ON the ROAD with CATAN

We all travel. For some of us, it may be business trips and junkets. For others it might be vacations and sightseeing. And, of course, many of us simply hit the road to visit friends and family during the holidays. Travel takes us out of our routine, but it can also open new doors.

For those of us who regularly play board and card games, travel disrupts these routines. However, travel can provide new gaming opportunities. You can meet new players and potential players. You can explore new venues: conventions, game stores, game clubs. More importantly, you often have more free time to play games: vacations, down time in airports waiting for a flight, in the evening after a day of business meetings. So, you should be prepared to take advantage of gaming opportunities when on the road. In fact, tote games with you when you travel.

But what to take? There are so many games. Many games are too bulky, and space in your luggage is finite. Others have large footprints, and on the road you have to deal with small play areas. Still others are too complex to introduce to a new, potential player or just take too long to play — if you only have an hour before your flight boards, a 2-hour game won't do you much good.

Those of you who enjoy the *Catan* game series have a number of great options. There are four games in the line that are particularly appropriate for taking on trips: the *Catan Dice Game*, *Rivals for Catan*, *Struggle for Catan*, and *Catan Traveler*. Each fills a niche when it comes to the factors that affect gaming on the road. Below we discuss each of these games using number of players, complexity, play time, foot print, and size.

CATAN (BASE GAME)



We include the core edition of *Catan* because most players are familiar with the base game. *Catan* requires 3-4 players, 60-90 minutes, and a play area the size of a card table. It has a complexity level appropriate for ages 10 and up. Its box is 9"x12"x3", but its components require half of that space if repackaged.

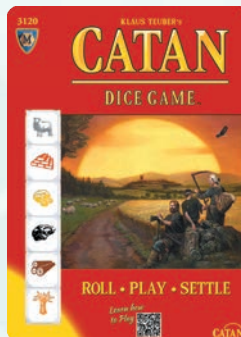
Unfortunately, the base *Catan* is not particularly travel-friendly.

CATAN TRAVELER

Catan Traveler was specifically designed to be the go-to *Catan* game for gaming on the go. It is the same game mechanically as base *Catan*, however, it includes 2-player rules. It requires a play area of only one-foot square. It folds up into a carrying case that is only 5"x11"x3".



Every attention has been taken with regards to maximizing its utility as a portable game. The small dice are sealed in a transparent rolling cup so that you are less likely to lose them. The cards and pieces are stored in drawers that pull out when you play, while card trays help keep your cards organized. The playing pieces are pegged so they securely fit into positions on the board.



CATAN DICE GAME

The *Catan Dice Game* is a casual introduction to the world of *Catan*, with six colorful, high quality, embossed 16mm plastic dice and a pad of full-color, double-sided score sheets featuring two maps for alternate play. It plays 1-4, only takes 15-30 minutes, and boasts the smallest foot print and components size. However, it's not quite as challenging as the base *Catan*.

STRUGGLE FOR CATAN



Do you like sitting around a card table and conversing with friends, all the while, playing a challenging, but not too complex card game? If your answer is 'yes', *Struggle for Catan* is the game for you — and portable, too. It plays 2-4, can be comfortably played on a card table, and comes in a tuck box with components that can be repackaged much smaller — it only consists of two decks of cards. However, it takes 45-60 minutes to play.

RIVALS OF CATAN

Rivals for Catan puts you in charge of one of the two factions developing newly-settled *Catan*. Expand your settlements and cities, recruit heroes, and defend your lands through politics, invention, and intrigue. It comes in a small box, so it's portable. But repackaging doesn't save much space. It's a 2-player game that's a bit more complex than the base *Catan*, and it takes 45-60 minutes. All in all, a great game, but its advantages on the road are few.



READY, SET, GO!

So, in conclusion, each of the *Catan* products covered are worthy selections for fun on the run, but vary with regards to their relative usefulness when taken on the road.

Note: All values are approximations. A "card table" has a play area of 34"x34". The "non-tray components size" is the game's size if removed from its box and carried separately.

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PYRAMID

ARCADE



THE GAMES OF PYRAMID ARCADE LUCK VS STRATEGY

PYRAMID ARCADE

LOO 074..... \$77.00 | Available November 2016!

What is your taste in games? Do you like games with a lot of luck, or do you prefer pure strategy games? Perhaps you enjoy a solid mix: heavy on the strategy, but with plenty of luck, too. Well, whatever you like best, you are sure to find something you really like in *Pyramid Arcade*.

LUCK BASED GAMES

Only a few of the games in the Arcade are so driven by luck as to fit into this category. These are:

- **Ice Dice:** A press-your-luck dice game
- **Give or Take:** A very simple game of collecting and stealing
- **Treehouse:** A game of rearranging your arrangement of pyramids to match the pattern in the center, with die rolls determining how you change your setup

PURE STRATEGY GAMES

On this end of the gaming spectrum we have six entries, all with no luck factor and little or no hidden information:

- **Homeworlds:** A very challenging, extremely deep strategy game, played on an epic, interstellar scale
- **Petal Battle:** Two groups of insects battle for control of a flower
- **Lunar Invaders:** When you send your space marines to the enemy's moon, the only way for them to get home is by taking control of your opponent's teleporter! (Note that you may see dice being used for this game, but they serve only as tokens.)
- **Martian Chess:** A chess-style game with a big difference: piece ownership is determined by location, not color
- **Volcano:** A brain-burning puzzle game of causing "eruptions" to claim matching pieces
- **Twin Win:** You have two ways to win as you moved shared pieces around on the board, but your goals are secret, so deception is helpful

LUCK + STRATEGY GAMES

These nine board games all have a luck component, but plenty of strategy as well:

- **Petri Dish:** You are a colony of bacteria seeking to dominate a Petri dish. You get 3 actions each turn, which vary based on the roll of the dice
- **Launchpad 23:** We are all building rockets! However, the parts we need roll out of the factory on a random basis
- **World War 5:** This world conquest board game only takes half an hour
- **Hijinks:** A deceptively simple little board game in which the die rolls determine which piece (or pieces) you get to move
- **Zark City:** A territorial combat game played on an ever-expanding board composed of playing cards
- **Powerhouse:** You draw pieces randomly from a bag to add to your collection, but how the "power reactions" are resolved is up to you.
- **Pharaoh:** A very simple area-control board game where the dice determine how much movement you get
- **Looney Ludo:** A race to get your pieces home on a game board made of shifting tiles, with dice indicating both your movement points and the special action you get each turn
- **Black Ice:** A code-unraveling game with small pyramids hidden beneath large opaque pyramids



OTHER TYPES OF GAMES

Lastly, some of the games don't quite fit into any of the above categories:

- **Color Wheel:** A solitaire/cooperative puzzle game in which you unscramble a randomized circle of pyramids
- **Verticality:** A dexterity game of building fragile towers out of pyramids and playing cards
- **Pyramid-Sham-Bo:** A Rock-Paper-Scissors tournament with pyramids used for scoring and escalation bonuses
- **Ice Towers:** A high-speed game of stacking towers, played without turns and no other equipment

ENDLESS FUN

So, no matter what type of game you like best, chances are you'll find something in *Pyramid Arcade*... plus, of course, these games are just the beginning! There are many more games you can play with the pyramids, the rules, of which, can be accessed for free on the internet. Also, there are some "invent your own game" challenges in the book. So the possibilities are truly endless!

...

Andy Looney is the Chief Creative Officer for Looney Labs, and the designer of Fluxx, Chrononauts, Loonacy, and the Looney Pyramids game system. Andy loves cake.



THE DUKE

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A game by Jeremy Holcomb and Steven McLaughlin

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LEVY, MANEUVER, CONQUER

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



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"...this is one of the best abstract strategy games I have ever played."
-Tom Vasel (The Dice Tower)

HERE, KITTY, KITTY!

A CAT'S-EYE VIEW



HERE KITTY KITTY!

FSD 2002 \$24.95 | Available April 2016!

In *Here, Kitty, Kitty!*, players attempt to collect the most cats to claim the title of neighborhood "cat lady." The experience of playing *Here, Kitty, Kitty!* has been described as ranging from "lighthearted" to "cutthroat." Some are enjoying it as a silly, not-too-intense way to pass some time. Others have been acting out their feline obsession to its inevitable, highly competitive limit.

So how did it all come to be? The game originated with my own love of cats. I wanted to make a cat-collecting game that satisfied my desire to own all the cats, but without the litter-box duties.

The first iteration of *Here, Kitty, Kitty!* was a simple card game, in which players gathered specific cards and sets of cards for certain point values. While that version was okay, it just didn't have the spark it needed. So, the whole thing got shelved.

A few years later, I had "a flash of inspiration," and the core of the game was developed very quickly. I knew the game had to revolve around collecting actual cat minis. And if you're going to collect cats, they need somewhere to live, so the zoned property boards were a logical extension. Collecting cards or tokens just didn't provide the same satisfaction you get from placing a little cat in your house!

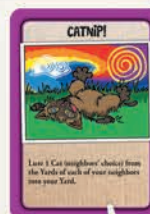
From there, the concepts behind the cards flowed naturally. The cards enhance your ability to get more cats, to protect the cats you have, and to thwart your opponents' cat-grabbing ways. Once those basics were in place, I started thinking about how to apply the cat theme in a meaningful way.

Each card includes a saying about cats or references a particular quirk of cats or cat people. The title and artwork is related to the action on the card. For example, "Copy Cat" allows you to repeat the action of the last card played by another player. "Catnip" allows you to lure cats from your neighbors' yards into your yard. The "Cat Burglar" cards allow you to steal cats from other players.

At the encouragement of my husband and sister, I presented the game to long-time friends and veteran game designers Anne-Marie and Justin De Witt, owners of Fireside Games. I knew they would provide an honest assessment and constructive feedback. They suggested the types of revisions that would strengthen the experience and make the game shine. At that time, they decided that if I could make some improvements, they would consider publishing my little cat game! When later asked what factors contributed to the decision, Anne-Marie replied, "We decided to publish it because it was fun! [Kris] really captured the spirit of not only cats but also our relationship to them. It's not just a cat game, it's a cat people game."

I raced home, considered the feedback I'd received, and took the game out for some additional play-testing. A few months later, I turned a new prototype over to Anne-Marie for further testing and development. We worked closely to adjust the recommended number of players and to refine the rules, the card balance, and text, while making sure we stayed true to the feline theme.

The artist, Tony Steele, also embraced the theme of the game. A cat person himself, Tony was a natural fit for this project. "I wanted to make sure there were many cat truths and tropes that cat people would immediately identify and laugh at. The cats would be cats to the Nth degree," he assured. Tony firmly planted his own style on the game while being flexible and accommodating copious feedback



from Justin, Anne-Marie, and myself. The result is the adorable artwork that has been getting rave reviews.

Cat people come from all walks of life, and we wanted to represent that through the properties. Each of the six property boards has a different theme. There's Granny's house with floral furniture, a bohemian house with a rainbow, and even a house with video game controllers. The property with the pink flamingos in the yard has quickly become a player favorite!

The cat minis were developed through a collaboration between Justin and 3D designer Scott Frank (also a cat lover). Justin raves, "This was the first time we had ever created plastic minis, and the process was great. Scott did a great job converting Tony's 2D cartoon art into 3-dimensional figures. He was really open to feedback and making all the little tweaks it took to get those cats looking just like their illustrated counterparts and even making sure they stand up!"

It has been very rewarding to see people's reactions to this game. We're delighted with the outcome, and we hope you will be, too!

Here, Kitty, Kitty! is available now. It accommodates 3 to 6 players and takes about 30 minutes to play.

...

Kris McCardel Ware is the designer of Here, Kitty, Kitty! She is a Virgo and a middle child, and she loves cats, cake, her husband, and Hawaii (not necessarily in that order).



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Designing Monster Families



DUNGEONS & DRAGONS RPG: TOME OF BEASTS HARDCOVER

PZO KOBTOB1001 \$49.99 | Available April 2016!

Monsters in *Dungeons & Dragons* and other fantasy RPGs have followed particular tropes, core concepts, and themes over the decades. The release of *5th Edition* gave me and Kobold Press an opportunity as a third party publisher to approach some of these familiar concepts in unfamiliar ways. Here are three examples of how the designers and developers of the *Tome of Beasts* went about it differently.

DEVILS OVER DEMONS

Tabletop fantasy games have always featured demons — evil, supernatural beings that embody chaos and destruction — even if they haven't always been *called* that. But, in general, there's been less work done on devils, imps, and fiends, who are more cunning and deceptive, and who operate in a hierarchy. With so many possible concepts to run with, we focused on two: the idea of making a deal with the devil, and the idea that because devils embody worldly corruption, they have incredible loot.

As we designed them, these monsters rely on player greed to power their special abilities. The theme of devilish deals led us to create ink devils (paperwork is hell, people!) and orobos devils, who can see the future. And Mammon, Arch-Duke of Greed and Wealth, is the foe every corpse-looting adventurer should contend with sooner or later.

DRAGONS ON A NEW AXIS

Metallic dragons and chromatic dragons are great, but to make them new and surprising to players, you sometimes need to go off on a new tangent entirely. This became clear in the design of the void dragons, who dwell within the null spaces between worlds. Their powers include forced movement, vacuum, and destructive starfire — all learned from elder gods and dark tomes. Void dragons have a love of dark knowledge and forbidden lore that makes them both curious and (often) rampantly eager to acquire the worst kinds of evil books. Playtests of the void dragon showed it was extremely popular with players, as they combine attitude with unique powers. The void dragon also has some of the most awesome art in the book.

The void dragon also gets a full lair writeup by yours truly in the companion volume *Book of Lairs*, with maps by *Magic: the Gathering* artist Jason Engle.

FEY LORDS AND LADIES

Kobold Press has published several adventures about the dark fey, and we decided that those otherworldly lords and ladies should receive the full treatment they're due in *5th Edition*. The *Tome of Beasts* includes six fey lords and ladies, including a Lord of the Hunt, Snow Queen, Queen of Witches, Bear King, River King, and Queen of Night and Magic. Each has minion and servitor monsters in the book, as well, for a full range of foes. The fey look pretty civilized — duels and dining with the high and mighty — but when it comes time to draw steel or fire off wands, players will soon discover just what they're up against. Thankfully for them, we decided to bring in the tradition that fey have a unique weakness to cold iron.

Designing that weakness gave this diverse monster group a common feature that was rooted in real-world folktales, and gives canny players something to work with at the table. For all the joy in designing a huge killing machine, the crew at Kobold Press thinks it's just as important to sometimes leave a chink in the armor or two, to make games more thrilling and to give players a little bit of hope.

They'll need it, because the *Tome of Beasts* is 432-pages of new creatures and dangers they don't already know. I think it will find its way to thousands of game tables this year, and we're delighted to water the monster family tree with some new ideas.

...

A Toast To The End... OF THE WORLD!



Martians!!! drops you into the middle of the first wave of a large-scale alien invasion. Armed with only your vast knowledge of sci-fi movies and video games, you decide that it is up to you to save mankind from certain intergalactic slavery.

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AUGUST 2016

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TRICKS OF THE GAME TRADE

by Jon Leitheusser



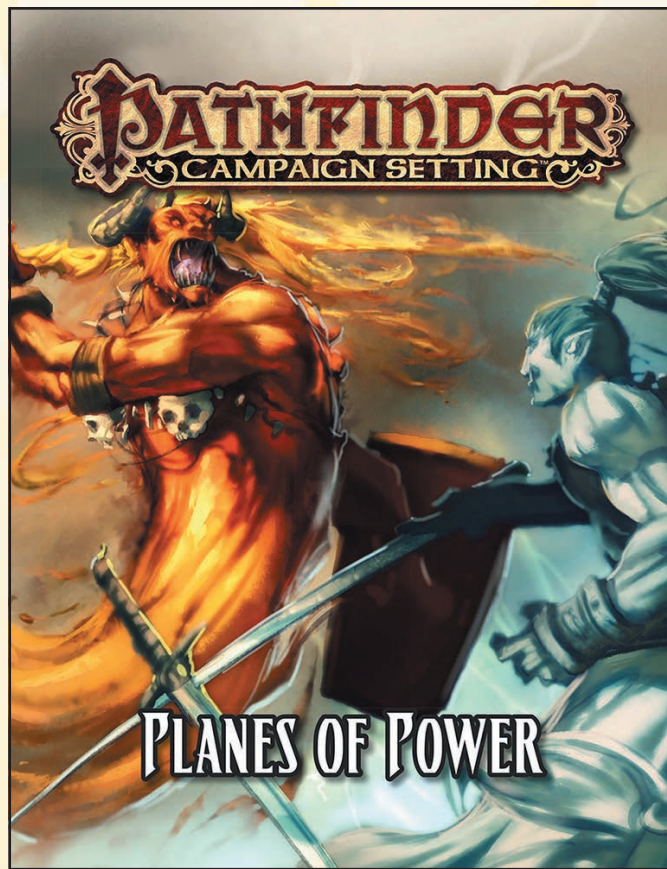
This month's *GTM* features a couple of titles that deal with another aspect of roleplaying games that are of interest to any gamemaster, and that's the *setting* of a campaign. The last couple *Tricks of the Game Trade* columns have discussed using different genres and game rules to make those genres really pop out during play, but this time around it's all about the setting and how it affects the game, characters, and adventures those characters engage in.

The two books that inspired this topic are from Paizo's *Pathfinder Roleplaying Game: Planes of Power* and *Haunted Heroes Handbook*. Admittedly, the jump from a book discussing the elemental planes (earth, air, fire, and water) and a book about ghosts, spirits, possession, faiths, and the like is a long one since those aren't officially setting books, but they're related to settings, which led me to thinking about them in a bit more detail.

THE IMPORTANCE OF SETTING

Apart from the rules you're using, the most important thing about a game is its setting. Take a look at the books that sell best for any game system and they're either (#1) rulebooks, or (#2) campaign setting information. *Dungeons & Dragons* has the *Forgotten Realms*, *Pathfinder* has Golarion, *Deadlands* has the Weird West, *Call of Cthulhu* has Arkham, and so on. Really, the setting more than anything else determines the tone for a game, sets the GM's and players' expectations, and defines the sorts of stories and adventures to take place there. In fact, remember the last couple of columns in which genres were discussed? Well, settings lay the initial groundwork for the sorts of genres that fit well in a game. If you're playing in Arkham, Massachusetts, you're most likely playing in an existential horror game—and definitely not playing in a high fantasy adventure tale. Some things fit with the Arkham setting and many don't.

Unlike Arkham, some settings, like the *Forgotten Realms* or Golarion are very broad and are designed to be appropriate for nearly any sort of game. *Pathfinder's* Golarion is particularly appropriate to this discussion because it's a setting that includes regions with distinctive characteristics that make them different from any other region in that world: the country of Ustalav is like a miniature gothic horror realm, Taldor is filled with nobles and



PATHFINDER RPG: CAMPAIGN SETTING - PLANES OF POWER

PZO 9295 \$22.99 | Available August 2016!

knights, Irrisen is the land of (effectively) Vikings, Numeria is a wasteland with evidence of magic from the stars (high technology), and so on. If you're looking to run a game in a particular type of setting, Golarion is crafted to accommodate that as much as possible—assuming you want to play a fantasy game. This is especially true when you also consider the many Adventure Paths Paizo has produced, each of which delves further into a specific part of the setting in order to flesh it out and appeal to players who crave a certain gaming experience, such as the *Iron Gods* in which the heroes encounter cyborgs, artificial intelligences, and high technology.

And lest you think this is one, lengthy promotion for *Pathfinder*, the new edition of *Dungeons & Dragons* has taken a similar approach for their adventures. So far Wizards of the Coast has rooted all of their adventures in the *Forgotten Realms*, but their individual adventures have either explored different genres or have introduced elements that radically alter the setting in some way. *Hoard of the Dragon Queen* and *The Rise of Tiamat* form an extensive campaign that draws heavily on spy and political fiction; *Princes of the Apocalypse* is the most straight forward dungeon-crawl adventure released so far; *Out of the Abyss* changes the setting doubly, by sending the heroes deep into the Underdark, a region now threatened by demons; and *Curse of Strahd* traps the characters in the demi-plane of Barovia in a gothic horror adventure featuring a master vampire.

While each of these *D&D* adventures isn't technically a new setting because they all take place in the *Forgotten Realms*, they effectively are settings because they alter the reality of the world for the players and their characters by creating different sorts of expectations. For instance, while the paladin is a perfectly viable class for player

characters in any of the adventures listed above, it's much more likely to be played in *Ravenloft* than any of the others. Why? Because the players know ahead of time they'll be dealing with religion, superstitions, and facing off against a plethora of powerful undead that a paladin will be able to deal with very effectively!

WHAT IS A SETTING?

Perhaps we should have defined this initially, but you likely have a pretty good idea of what a setting is. Put as simply as possible, it's *the time period and location in which a story takes place*. But it's a bit more than that, because it creates the backdrop and ambience for the story taking place in it—and it determines which plots, characters, themes, and styles are appropriate.

Longtime players and GMs can relate far too many stories about creating a new campaign with all sorts of fabulous details, intricate histories, or political tensions, and a world filled with dark intensity, only to have it all ruined by a player who shows up and wants to play El Lobo, the hard-drinking, shoot-first-ask-questions-never fighter. El Lobo might be a perfectly fine and fun character in some games, but not in the world this GM has created because the *setting* demands a certain sort of character and a player who's bought into that setting.

WHY CAN'T I PLAY THE CHARACTER I WANT?

Some people out there might be thinking, "But El Lobo sounds awesome! Why can't I play any sort of character I want?" Well, that

gets into a much larger issue, but for now, let's leave it at this: When you and your friends agree to play a game together, you are forming a social contract with each other. You are all agreeing you want to actively participate in a game that is mutually engaging for everyone playing... and, yes, that includes the GM. So, when you all decide on the sort of game you want to engage in, or the GM is encouraged to oversee (or however your group decides what you're going to play), then you owe it to each other to create and play characters appropriate to that setting, otherwise it breaks the concept of the game and removes everyone from the story you're all attempting to create together.

CREATING YOUR OWN SETTING

Gamers are people who like stories and enjoy creating them. Every Gamemaster out there has a world they'd love to get out of their head and onto the tabletop. A roleplaying game is a perfect way to do that. When you decide to create your own setting, do it in baby steps. You don't need to sit down and write down every minute detail about your world, instead, add elements to a pre-existing setting you think will work well. Then you can see, first, how well they integrate into the world, and second, what the players think of them and how they respond to the changes. When you field your player's input, you can weed out the elements that don't work and concentrate on those that do. This sort of "real world" testing results in a more engaging, interactive experience in the long run.

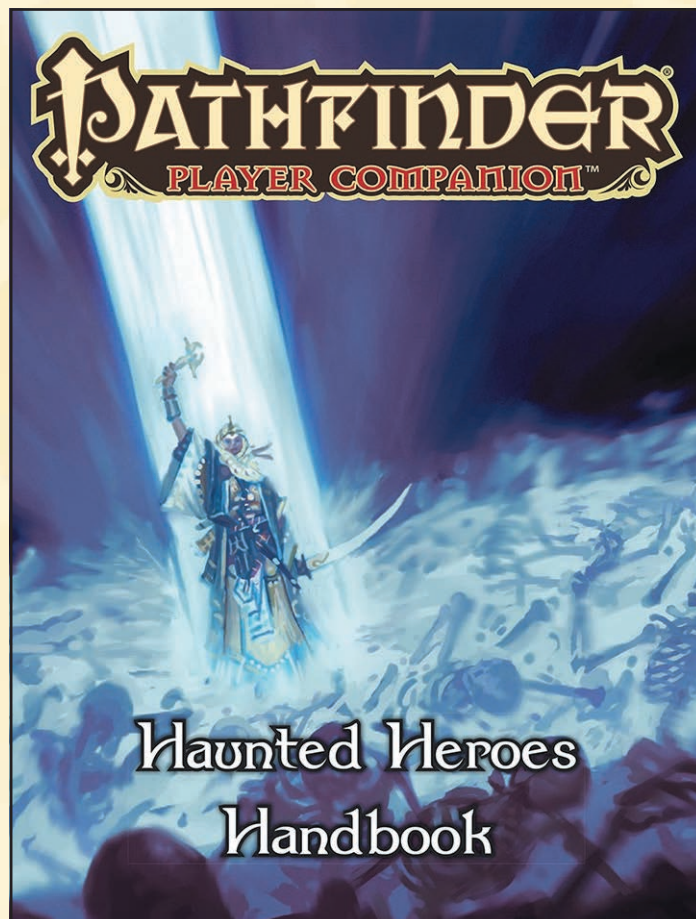
Over time, the things that are well received will tally up and you'll have enough ideas to flesh-out larger chunks of the setting. Perhaps start with a town or small kingdom, then expand further and further by sending the characters to other parts of the world or to interact with other races or nations. That way, you can show off other aspects of the setting you think are interesting or unusual, keeping the things that work, revising those that show promise, and eliminating what don't.

Thankfully, there are many, many examples of settings out there for you to learn from. Whether you borrow ideas from movies, novels, comic books, computer games, or roleplaying games, you can study how the authors created their settings, why they made the choices they did, and then apply those lessons to your own creation. Working with a group of friends to refine your ideas can result in a setting you all love to play in and take a lot of pride in creating.

GAME ON!

Take a look at the games and supplements offered this month and see if there's something that interests you or makes you think about what you'd have to do to run a game in that setting. You may find something new and fun for you and your friends to play!

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PATHFINDER RPG: PLAYER COMPANION -
HAUNTED HEROES HANDBOOK

PZO 9471 \$14.99 | Available August 2016!



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, has been the Mutants & Masterminds game developer for Green Ronin since 2008, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He lives in Renton, Washington with his wife and a mean cat.

STAR WARS: REBELLION (FFG SW03)

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman

 14 & Up	 2 - 4 Players
 120 - 240 Minutes	 \$99.95

"And now, your highness, we will discuss the location of your hidden rebel base."

Darth Vader, *Star Wars: A New Hope*

Star Wars: Rebellion is not a 4x (explore, expand, exploit, exterminate) game. This is important to remember, because it will seduce you with a giant bag of beautiful plastic miniatures and a huge 2-part galactic map into thinking that your goal is to build lots of military units and conquer the galaxy, and if you try to do that, you will lose. In reality, *Rebellion* is a perfectly balanced game of hide and seek, in which the Rebels' goal is to execute pinpoint strikes against the massively overwhelming Empire and evade the Empire's efforts to find their base.

The game begins with the Rebels choosing a single system in the galaxy, secretly removing its card from the Probe deck, and placing it face down as their hidden base. The Rebel Base is the Empire's victory condition – destroying it (by either wiping out all Rebel units there or blowing it up with the Death Star) ensures the end of the Rebellion. However, the Rebel player can build up forces there, either to defend it or to deploy to other systems as needed. If the Empire stumbles upon the base unprepared, those forces may slow them down long enough to choose a new base location and begin rebuilding, but in a head-to-head pitched battle, they have no hope of overcoming the Empire's numbers.

Each player starts with four leaders in play, and gains up to four more over the course of the game. The leaders are the heart of *Rebellion*, and include all the iconic characters you would expect – Darth Vader, Boba Fett, Grand Moff Tarkin, Luke Skywalker, Princess Leia, Wedge Antilles, etc. Each side has more leaders available than it will gain during the game, so the variance between games remains high. Leaders have from 1-5 icons of four different skills (Diplomacy, Intel, Spec Ops, and Logistics), which they will use to attempt and oppose various missions. Leaders also may have space and ground tactics values, allowing them to draw valuable tactics cards when they lead battles. Additionally, when you gain each leader, you also gain a powerful, once-per-game card that can be used for a massive power swing when your opponent least expects it.



Each turn begins with players secretly assigning leaders (up to two per card) to mission cards. You begin the game with four reusable missions that you have throughout the game. The Rebel player's missions allow them to incite rebellion on subjugated planets, sway system leaders to their side, sabotage Imperial production, or move their base (or move units to or from it). Imperial missions are for ruling by fear, capturing Rebel leaders, sending out additional probe droids to find the base, or performing research (the first step in preparing to fire the Death Star's planet-destroying superlaser). Additional missions are drawn each turn allowing for a variety of different effects, and one nicely thematic element is that certain missions are tied to certain leaders, who gain a bonus effect or automatic successes when attempting it. For example, Boba Fett is especially good at capturing Rebels.

You don't necessarily want to assign all your leaders to missions, however, because you probably want to keep some in reserve – both to oppose your opponent's missions, and to command your fleets. After missions are assigned, players take turns activating leaders by revealing their missions or sending them to a fleet. If you reveal a mission, you send the leader(s) on it to a system to attempt it. If your opponent doesn't send a leader there (and





there isn't already one there) to oppose it, it is successful. If they do, then you must roll to succeed. The more skilled your leader is at that mission, the more effective they are at the roll (either to succeed or to oppose).

Alternatively, you can send a leader to a system to activate it by moving military units in from an adjacent system. Capital ships and Rebel fighters can move on their own, but TIEs and ground units must be carried by a capital ship. If you move your units into a system where the opponent has units, a combat breaks out – this can be either in space, on the ground, or both. Combat is fast and easy – you draw tactics cards equal to your leader's tactics value, which usually allow you to block or do additional damage (or other sneaky tricks), then you roll dice. Units have either red or black health, to indicate whether they are infantry/starfighters or armor/capital ships. They roll either red or black dice, which determine what kind of unit they are better at attacking – for example, X-Wings and Y-Wings have 1 black health (indicating they are fighters), but as bombers, Y-Wings roll a red die to attack, making them best suited for attacking large ships, while X-Wings roll a black die. However, one die face is a "direct hit" that can affect any color, so there's always a chance of a lucky shot.

Unit production is equally streamlined – about every other turn (as marked on the turn tracker), systems loyal to you produce units based on that system's production icons – infantry, fighters, light armor, heavy armor, or capital ships of a particular kind. The larger a unit is, the further back on your build queue it begins, so it can be up to three turns before a unit you build

can be deployed. Additionally, the Empire still gains a single unit from each system it has subjugated (by occupying with ground troops), even if that system is neutral or Rebel-aligned.

While the Empire is flying its giant fleets around and sending probe droids out looking for the Rebel base (by drawing cards from the Probe deck, narrowing down the possibilities), the Rebels are looking to advance their reputation marker with Objective cards. Objectives could be as simple as sabotaging a number of Imperial systems or swaying a certain amount of planets to their side, or as complex and difficult as striking at the Imperial capital at Coruscant, blowing up a Death Star, or getting Darth Vader to turn on the Emperor. Each objective grants the Rebel player reputation points, reducing the number of turns they must survive to win.

Like other Fantasy Flight big box board games, there is an incredible amount going on in every game of *Rebellion*, and an amazing amount of components. The miniatures especially deserve a call-out for their detail and quality, and I think we can expect to see some beautiful paint jobs by players in the near future. While the \$100 MSRP may turn off casual players, this game is not for them – playing time is easily over 3-hours for your first game (even if you've already read the rules beforehand, which you should do) and probably won't ever go below two. And the amount of game (not just components, but impressive design and elegance) you get for your money simply must be seen to be believed.

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Eric and Rob are your friends, and friends wouldn't let you play bad games.

MYSTERY! (MFG 4130)

From Mayfair Games, reviewed by Rebecca Kaufeld

 10 & Up	 1 - 5 Players
 30 - 90 Minutes	 \$35.00

Everyone hated the mansion on the corner. Gothic architecture and Victorian influences blended together to create a creepy, creaking, dismal, and desolate location. For years, it had been empty. Yesterday, they found a body inside. The question wasn't *where* it happened, or *what* weapon had been used; those were easily solved by the evidence of a struggle and the knife nearby. But, *who* was to blame?

In *Mystery!*, players take turns building a network of suspects for a murder. They'll uncover all kinds of interesting characters — from potential blackmailers and jilted lovers, to distant relatives — *all* with a chance of motive. Some loved the victim, others *hated* him... but everyone had some kind of a relationship to speak of. Maybe it was a bad business deal, a vicious partner in crime, or a spiteful child in search of an early inheritance, but either way, someone in your list is the guilty party.

Mystery! actually has five complexity levels to adjust for various stages of play. Each variation introduces new concepts, starting with basic relationship sleuthing and building into second interviews, disguises, and even more case complications -- it'll take more than a stroke of good luck to catch the murderer this time!

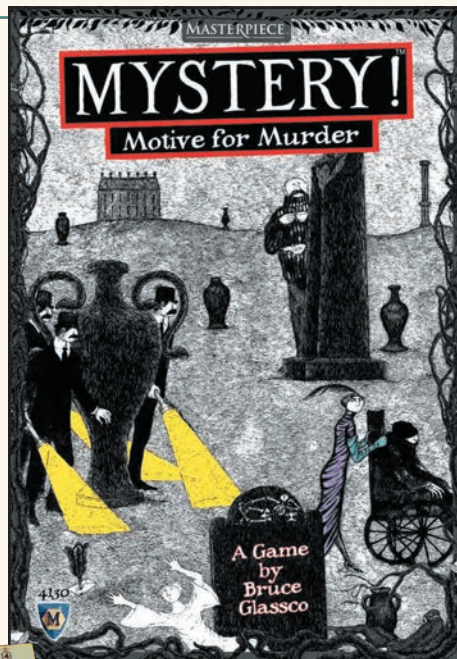
The first case, the "Body in the Courtyard", begins with building a circle of friends (and enemies) around the body. Each character tile has a drawing of the suspect, their name, a brief title, and different icons around the edges of their card that identify any link to another character. Blue hearts indicate a good relationship of some kind: a political marriage, generous lover, or an informant who provides dirt on an enemy. Red arrows tell of a social feud and anger between the two: a partner in crime, someone caught spying, or a disappointing relation who may soon be disowned.

Each relationship is accompanied by a number that indicates the strength of that bond. Players take turns laying character tiles and building the victim's network of relations, and after twelve potential murderers are identified, players score points based on the point value between their Interviewees (the characters they played) and the victim. The player who interviewed the most likely suspect wins!

The second case, "Ten Little Houseguests", introduces a terrible event: when a fourth tile is placed directly adjacent to the body, a second murder occurs! One of the other characters receives the Second Body token, and immediately the relationships change — not only do detectives wonder about everyone's connection to the original body, but to this new one as well... what kind of dastardly creature murders twice in the same game?

Once players have mastered the first and second cases, they can continue to Case 3: "Tangled Motives". Here, instead of only adding character tiles to the table, detectives have the option to play one of two cards in their hand, and further delve into another important aspect of solving a murder: motive.

The motive cards have special instructions that increase points and complicate characters' relationships. For example, 'Brilliant Deduction' allows a player to play two tiles on their turn instead



of choosing from one card or one tile, and 'Concealed Motive' allows you to change a relationship's arrow to the opposite color — that is, instead of loving the victim, perhaps someone harbored some hidden resentment which was suddenly brought to light. They say that all's fair in love and war... perhaps there's more there than meets the eye.

In Case 4, the "Usual Suspects" stop by. Instead of allowing the case to proceed as the prior three games (that is, with one or two

victims and playing out the character cards), this one requires three different cases with three rounds each. After three rounds, the player who has scored the highest number of points over three cases wins!

The main focus in Case 4 is tying together three cases into one game. It uses even more motive cards, and introduces a turn order element: high-scoring players can select where they want to be instead of going around the table. They can also keep watch for the prime and secondary suspects — these are the ones most likely proven guilty by the end of the game. The best detectives will catch them in the act, and the sleuth with the most points at the end of the game becomes Chief Detective and wins!

The fifth case, "Prime Suspect", is the final step towards solving the perfect murder. With the introduction of Detective cards (a special ability for each player), Disguises (replace one character tile with another not already in play), Second Interviews (scoring points from other players' character tiles), and One More Thing (a motive card that allows one player to score double points off of an interviewee), the case is now about as big as it can be.

Whether you're focused on just the relationships, willing to introduce another body, or hopeful to score a few bonus points off someone else's work, *Mystery!* is a thrilling delight all involved, and can entertain one solitary detective just as well as five competitive sleuths. The case is open, the clues are out, and the hunt's afoot...

I hope you're up for the challenge.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.

FLIP THE BIRD (RGS 00506)

From Renegade Game Studios, reviewed by John Kaufeld

	8 & Up		2 - 4 Players
	30-40 Minutes		\$11.99

If your lake cottage gaming crew longs for something light and fast to pump up the fun on summer nights, then try *Flip the Bird*, a new card game by Renegade Game Studios.

Flip the Bird supports two to four players. Games last 30-45 minutes in our experience, although you can adjust the game length by changing the number of points needed for the goal. The first player to get rid of their cards during a hand scores points based on the number of "bird" cards that were played.

Let's dive into the five key elements you need to know about the game.

IT'S NOT A TRUMP

If you've ever played euchre, spades, or anything similar, then you know and love (or hate) the term *trump*. To successfully play *Flip the Bird*, you need to forget what you know because the game uses the term, but gives it a new meaning.

In *Flip the Bird*, you play your cards onto one of two "trump" piles. But in the context of this game, the piles don't have anything to do with the traditional meaning of "trump" — there's no trump suit and no trumping plays. (I really wish they used a different term, but they didn't, so you just need to adapt.) Instead, the two piles are just where you play your cards. We eventually started calling them "play piles" because it made more sense to us.

Keep in mind that the piles are separate, because that's important when you get to Condition cards in the next section.



DIGGING IN THE DECK

The *Flip the Bird* deck contains three basic types of cards: Number cards, Action cards, and Condition cards. (The deck also includes the somewhat magical Black Bird card, covered in the next section.)

Most of the deck are number cards, which feature a number and a color (red 5, for example). Cards with the value 10 also have birds on them, which is where the game gets its name. Both the color and the number on the cards are important in gameplay.

Condition cards change how one of the two trump decks work — the other trump deck keeps plugging along unless someone hits it with a condition card, as well. The conditions can reverse the value of the cards, so high becomes low, all cards are temporarily the same

color, or even shutting down a deck completely. The cards take effect immediately and last until they're replaced by a different condition or removed by a Cancellation Notice action card.

Action cards do something to either a trump deck or another player. These include classics like Draw One and Draw Two cards, the Cancellation Notice that eliminates condition cards, and the all-important 'Flip the Bird' card, which affects how points get scored at the end of a hand.

There's an interesting twist with action cards: In order to play one, you *must* play a second card afterward. The second card can be another action card, a number card, or a condition. Whatever the card, though, you have to play something.

SUPER BLACK BIRD

As you glance through the deck, one particular cards stands out: the Black Bird. This is the 'Super Bird' of the game. You play it any time, regardless of limitations on the trump piles because of condition cards. It also ignores the color and number on the trump pile's face-up card. It's also the highest card in the game,

Between its value and its ability to ignore condition cards, the Black Bird is a great card

to draw into your hand and hold in reserve, since it puts you one step closer to getting rid of all of your cards.

PLAYING THE GAME

Flip the Bird plays in a series of hands. Each player starts with a hand of cards. In the middle of the table, players flip up two cards to form the trump (or play) piles.

Starting to the left of the dealer, players take turns putting one card into either of the trump piles. The card must either have a higher number or a higher color value. Each number card has a reference chart at the top showing the order of the colors (they follow the spectrum, with red and orange on the bottom going up to blue and purple on top).

If the top card of a trump deck is a bird, you invoke the name of the game by playing a "flip the bird" card. As the name suggests, that flips over the bird card so any card is now a legal play.

More importantly, the upside-down bird card also affects scoring. At the end of the hand, the person who got rid of all their cards first gets to choose one of the two trump piles for scoring.

The winner of the hand receives points for every face-up bird card in the chosen pile, along with points from cards still in their opponents' hands. By flipping the bird cards, players prevent the cards from counting toward someone's score.

VERDICT

If you enjoy fast-moving card games with just a bit of *Uno*-like messing with the other players, then you'll enjoy *Flip the Bird*.

Rumor has it that the designer plans to release compatible decks in the future that add new skills and options, so this could be the start of something very interesting.

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John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



GOLD AHOY! (MFG 3504)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



8 & Up



2 & Up



Less Than 15 Minutes



\$20.00

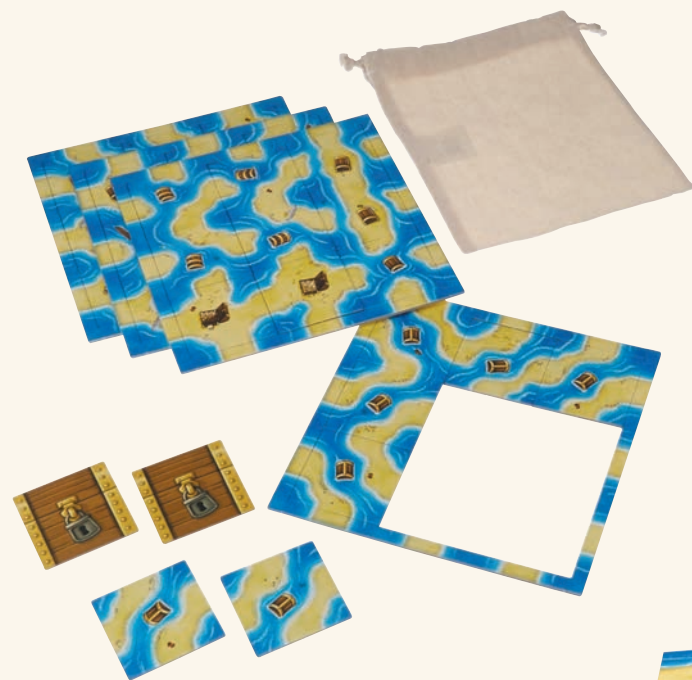
Here is our last of four reviews of Mayfair's 2-player games. This month we review *Gold Ahoy!* In this game you are looking for treasure on land and in the sea. Whoever finds the most treasure chests wins the game!

WAS THIS GAME EASY TO LEARN?

Ok, we have officially declared this game the *fastest* we've ever learned! It literally took us less than 5-minutes to punch out the pieces, read the rulebook (which is in four languages), and play!

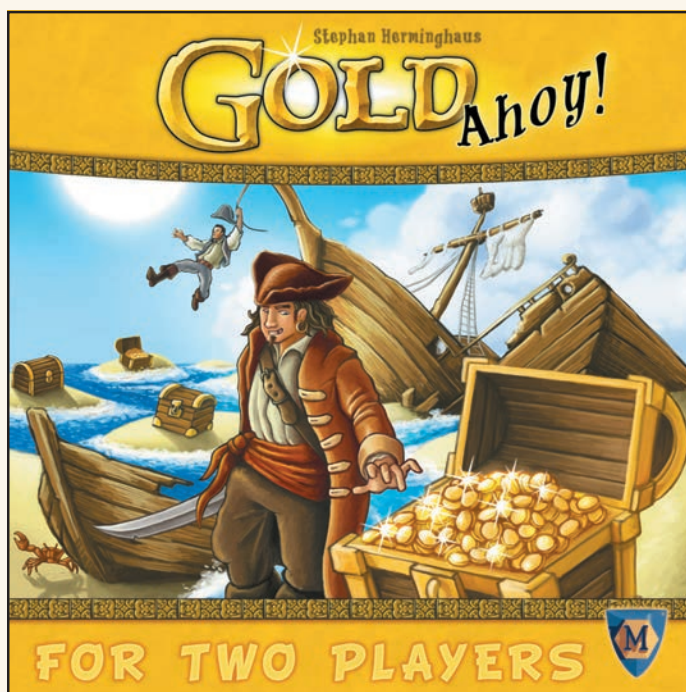
HOW IS IT PLAYED?

There are 36 land and sea tiles that you place in a bag and mix. Each player takes turns picking a tile out of the bag and placing it on the table (similar to *Carcassonne*). There are a few rules about placing your tile:



1. The entire layout cannot go past a 6x6 area – so you need to pay attention when someone places the 6th tile in a row or column not to go beyond it
2. Your tile must be placed adjacent to another tile on the table.
3. You cannot start a new row on your opponent side, only on your own, hence, it's good to play this game sitting across from one another.

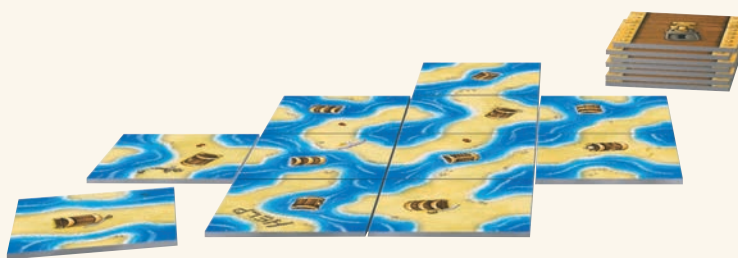
Each player takes turns until all the tiles are placed. Now, you may wonder... How do you claim the treasure chests as your own, rather than your opponent? Starting from your side of the table, you look to see how many land and water paths you have that contain treasure chests. You receive (1) point per chest. Your opponent counts the same from his side. It is very possible that you both have a path that intertwines such that you could both try to claim the same treasure



chest. If that happens, simply see who has more paths that start from their own side of the table that reaches that chest. That player then gets to claim it!

In our first game, Philip won, and the second Jane was victorious! But, be careful not to be outsmarted by your opponent while you're placing each of your tiles! Try to block or cut off your opponent's paths while making yours larger.

It is such an easy, portable, fun game... we are definitely taking this little bag of tiles with us on our next vacation!



HOW WAS THE TIMING OF THE GAME?

The box says the game is played in less than 15-minutes, and we can totally agree with that. This is the type of game that you can choose to play "Best of Five" or something like that – it can really move quickly.

If you're looking for more game reviews for two players, check out our show on YouTube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

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Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!





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GRAND PRIZE FIGURES



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CAPTAIN SONAR

SYNCHRONIZE - ORGANIZE - NAVIGATE - ATTACK - REPAIR



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